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ISSUE 7 MAY 1992

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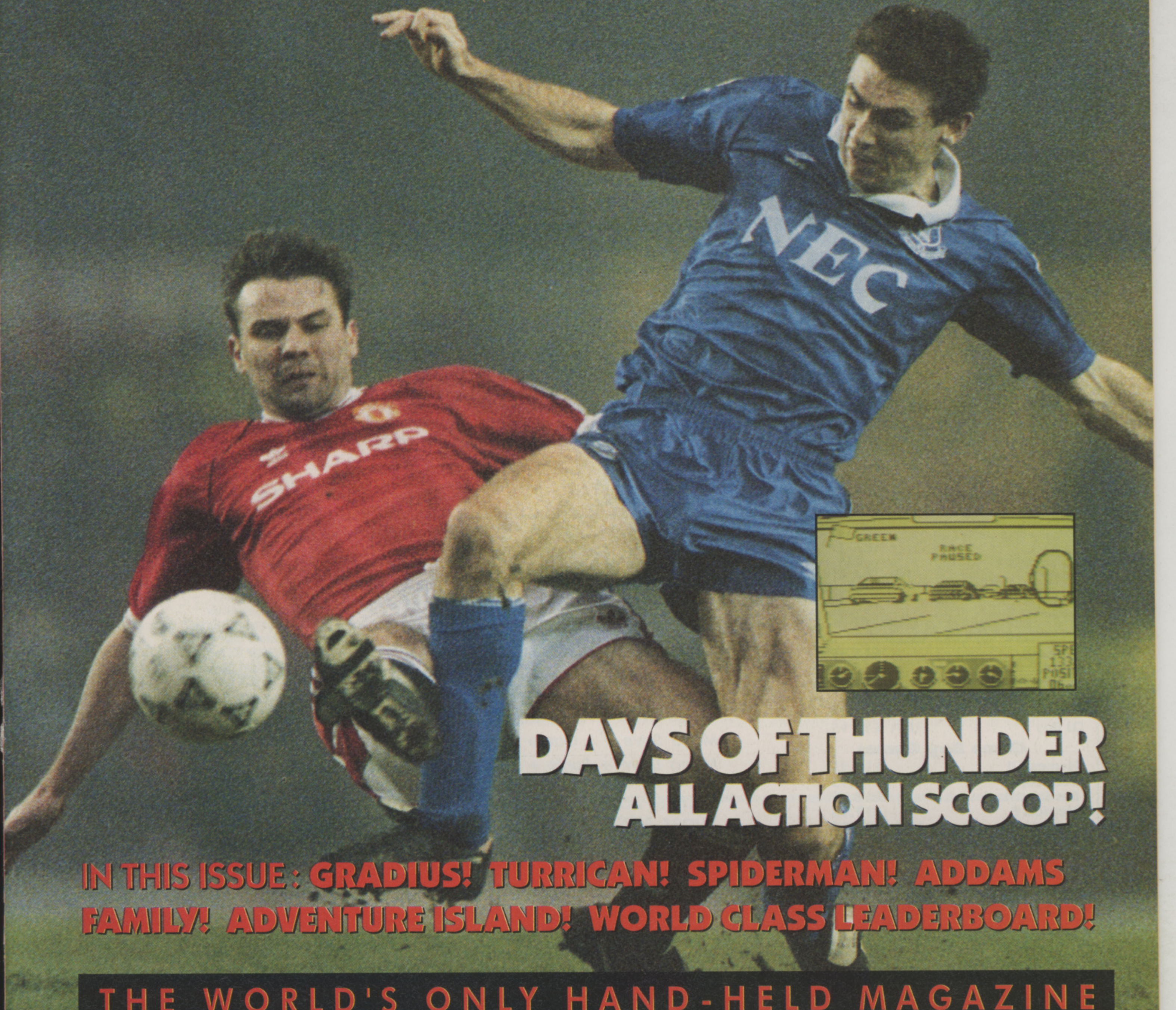

DAYS OF THUNDER

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IN THIS ISSUE: GRADIUS! TURRICAN! SPIDERMAN! ADDAMS FAMILY! ADVENTURE ISLAND! WORLD CLASS LEADERBOARD!

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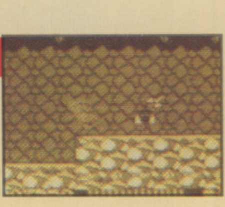
HAND-HELD GO! VIDEO GAMES

CONTENTS

6 WORLD CLASS LEADERBOARD

One of the greatest golf games ever goes a few rounds on the Game Gear. Could this be the greatest hand-held sports game or will it leave you feeling below par? Check out that Exclusive **GO!** review!

8 ADVENTURE ISLAND

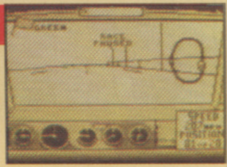


It's that lad again - Wonderboy pops up in thin disguise for more thrills and spills in this hot little Game Boy platform romp. **GO!** scoops the world yet again for another Exclusive review

12 TURRICAN

He was a hero on the 16-bit machines, and now Accolade have converted him onto your Game Boy. Can the little Nintendo do justice to this boy blaster? Check out that scoop **GO!** Review for the answer!

14 DAYS OF THUNDER

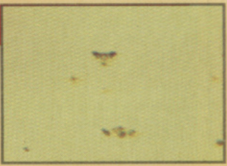


Neeeaaooww! Neeeaaooww! Tom Cruise and all hi hot racing pals get going on the Gameboy - but how does this 3D racer measure up? You'll just have to rush to our Exclusive Review and flippin' well find out!

18 ADDAMS FAMILY

Ooooh! Creepy laffs are the order of the day with Ocean's Game Boy license of the big film. Are you hard enough to stand the scary thrills 'n' spills in another scoop **GO!** Review? Get along to page 18 then!

19 ASTEROIDS

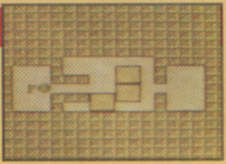


Crikey! It may be one of the oldest arcade games ever, but this Game Boy conversion of the coin-op classic is pretty bloomin' brill! **GO!** wades in with another Exclusive, so check it out!

20 CRYSTAL MINES II

Glittering fun and frolics are the order of the day in this Lynx laff. Do you have what it takes to play? We've got what it takes to grab the game for yet another Exclusive **GO!** Review!

21 AMAZING TATER



Fancy a bit of potato-related malarkey on your Game Boy? There's only on place you'll find it - inside yet another incredible Exclusive **GO!** Review! How do we do it, eh?

22 POPILS

This powerful little puzzler pops up on the Game Gear, so what do we do? We scratch our heads, think about it and grab the game for yet another Exclusive! How come this mag is still free?

Here we go with the biggest *GO!* in the history of Britain's only hand-held games mag - and it's still completely free! Not only is this month's *GO!* a stupendous 32 pages huge, it's physically bigger than ever before and still costs absolutely nothing at all!

This is the place you'll find all the news, reviews, previews and info you could possibly want to know about hand-helds, courtesy of the people who know best. And what do we ask for all this free fabness? Nothing. Not a jot. Not even half a jot or the smallest spot of a jot.

Quite how we manage to give away so much for nothing has become such a mystery that Inspector Morse and his pal Sergeant Lewis can't even work it out. Actually,the answer's very simple - we're nuts. Off our heads. Completely mad, round the twist and down the road whackoroony.

So before we wake up and realise we're giving away the greatest hand-held mag in the galaxy, sit back and enjoy all the hand-held action you could possibly want. This issue is packed full of so many goodies it's a wonder you can lift it - but just you wait until you see the next one! So get stuck in and remember to drop us a line with all your news, views, tips and gossip. There's a bundle of software up for grabs for the best, so get scribbling

TIM BOONE

EDITOR: Tim Boone ART EDITOR: Jenny Abrook DEPUTY EDITOR: Paul Rand HI SCORER: Frank O'Connor AD MANAGER: Jim Owens SALES EXEC: Greg Watson PRODUCTION ASSISTANT: Matthew Walker MANAGING EDITOR: Julian Rignall PUBLISHING DIRECTOR: Graham Taylor. PRINTED BY: Kingfisher Web COLOUR BY: Colourtech, London E2.
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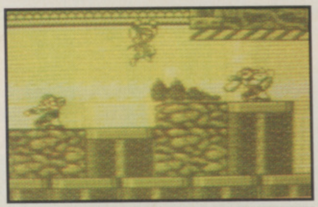
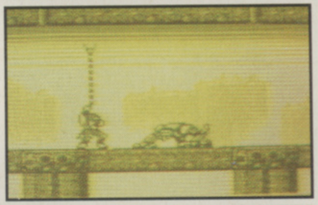
NEWS

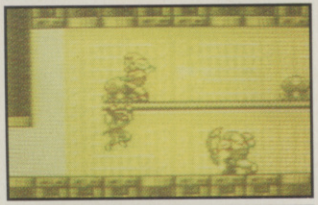
GOLLY! GAME BOY GAIDEN!

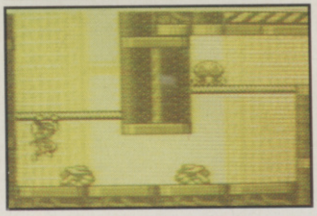
After being released on practically every other machine imaginable, and having heaps of praise piled upon it in the process, Ninja Gaiden is on its way on the Game Boy! This version is actually called Ninja Gaiden Shadow, but from what we've seen, it looks just as smart-dreamy as all the others. It's 1985, and the evil Emperor Gulf has appeared from nowhere to spread fear across the world. As Ryu, the player must battle his way through screens full to bursting with Gulf's hoods and honchos.

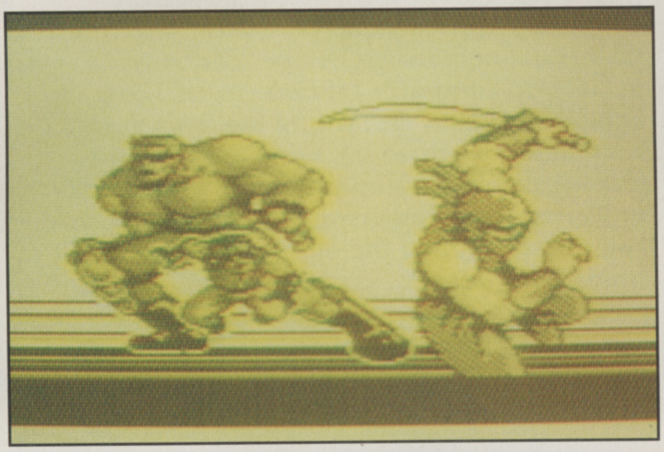
Five levels of hard-hitting action await those who pick up the Ninja Gaiden Shadow cart and plug it into their Boy. Or do they? The only sure way to find out is by praying that the month passes quickly, in order to see the full Review in the very next issue of **GO!**









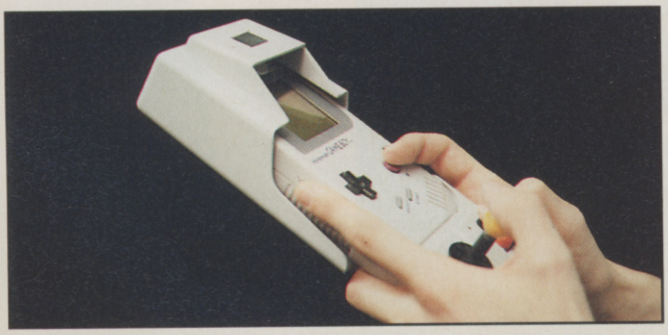


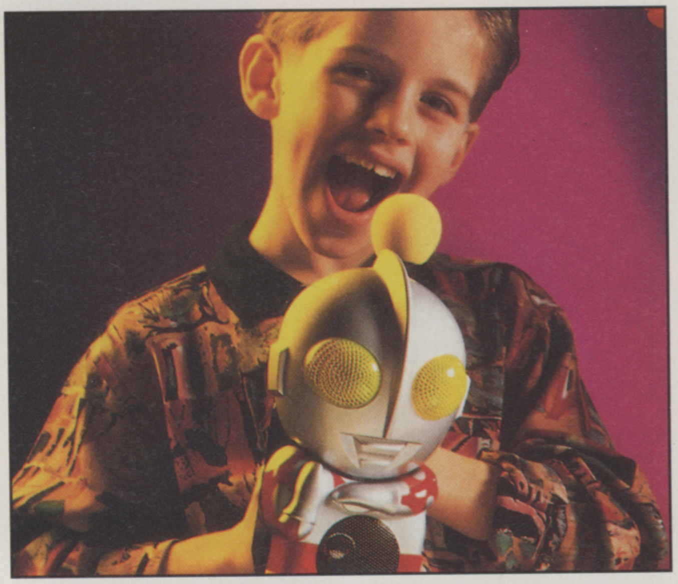
GAME PLUS - THE FACTS

Jeepers! After the Exclusive News Report on the amazing Game Plus last month, we've had literally hundreds of phonecalls from eager punters, trying to find out where they can buy this marvellous piece of kit. Well, you don't have to - you can build one yourself!

Yes, it's true! Simply buy a Game Boy Sound Booster, a Game Boy Holster and four pens. Take your Game Boy, attach the Sound Booster and slip the Holster over the top of your hand-held. Then, stick a piece of double-sided tape onto the Sound Booster. Cut the tops off the pens and stick them to the tape. Then, get hold of a little joystick (you can buy them to fit onto your machine in place of the D-button) and glue it onto the other side of the Booster. Et voila, as you might say (if you're French) - your very own Game Plus!

As you may have guessed, the Game Plus was a bit of an April Fool, which loads of you fell for - actually, so did most of the lads in the office, who were desperately trying to get it to work. Ah, but what about that Game Boy Streetfighter 2 screen, we hear you cry. Sorry, that was a fib too. We simply took a shot of the coin-op, electronically scanned it into our smart new Macintosh computers, and fiddled about with it until it looked like a Game Boy shot. Clever eh? Still, those chaps down Capcom way could well have seen the piece and thought "Hmm, what a good idea - Streetfighter 2 on Game Boy". You never know!





GO!-ING FOR A SONG

Everything's going hand-held these days! You've got your little consoles, of course, and pocket-sized cassette decks have been around for years - now it's the turn of that favourite amongst drunk people in wine bars - karaoke. The Karry Karaoke is a handy sized unit into which you simply slot in a tape, press play and, well, sing away to your heart's content! There's a built in microphone and a backing tape included in the package; but perhaps the most interesting aspect of the Karry Karaoke, as far as games fans are concerned, is that it's shaped like Ultraman, the Japanese superhero type thing.

Highly impressed and dead excited, **GO!** crooners Paul Rand and Frank O'Connor (title hopefuls in the London Karaoke Championships!) have grabbed review copies of the machine and are slavishly practising their own special renditions of Wonder Of You and Dock Of The Bay, ready for the big night. Move aside, Elvis and Otis...

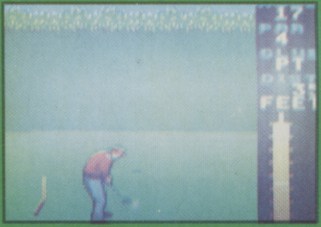
WORLD CLASS

Ever watched golf on TV and fancied your chances against the likes of Faldo, Woosnam and that Spanish bloke with the funny name, but don't know your birdy from your bogey? You could try the next best thing - golf on your Gear, courtesy of US Gold. In a conversion of the critically acclaimed computer cracker, World Class Leaderboard will test you to the limit across four distinctly different, but similarly challenging courses. Keep your cool, play the ball and cross your fingers and, with a bit of luck, you may get round the eighteen before tea-time - next week!

GAMEGEAR £24.99

HORSES FOR COURSES

Being World Class Leaderboard, you'd expect to be able to play on some world-class courses. You won't be disappointed in that department. Three of the four courses are taken from real life - St Andrews in Scotland, Doral Country Club in Florida and the Cypress Creek course in Texas. Then there's the Gauntlet - created by the programmers to be the ultimate golfing challenge.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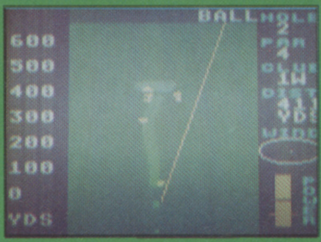
BALL
HOLE
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600
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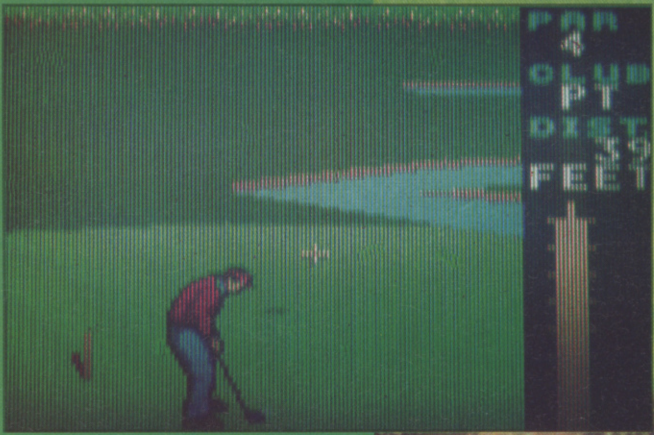
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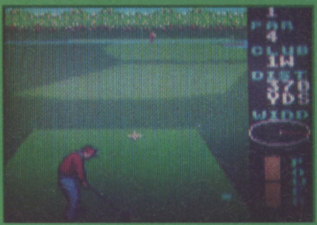
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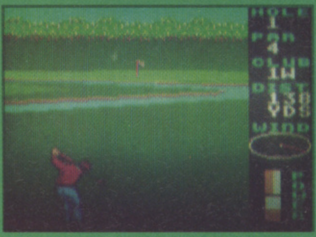
HOLE
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CLUB
1W
DIST
138
YDS
WIND

World Class Leaderboard is a super-skill simulation of that fine sport of golf. Graphics are highly detailed, with superb animation of the golfers, and update of the courses is fairly fast. It'll take a while to finish all four courses, and even longer to get your handicap down to a respectable amount! "Putt" your last pennies towards buying this!!

PAUL RAND

LET'S ALL CLUB TOGETHER

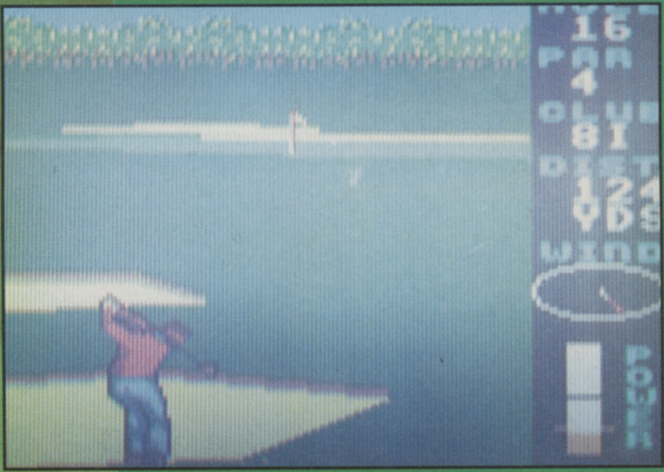
So you've got a big bag full of bits of wood with funny shaped ends. These are called clubs, and the yardage that the ball travels is dependant on the club you choose to hit with. Starting with the One Wood, the distances get less and less, ending with the putter which is used for pin-point accurate shots on the green.

LEADERBOARD

4
1W
354
YDS
WIND
POWER

PRACTICE MAKES PERFECT

There was a time when you would go out for a nice, relaxing game 'o' golf, be a complete dribbly and miss all your shots, and get laughed at by all of your friends. Not any more! World Class Leaderboard not only has four fabby courses for your delight and delectation, but there's also a putting green and driving range for you to hone your hot holing skills on!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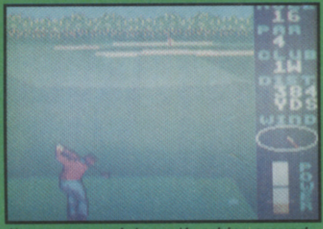
124
YDS
WIND
POWER

It's an easy shot, but you really have to watch out for the bunkers.


16
PAR
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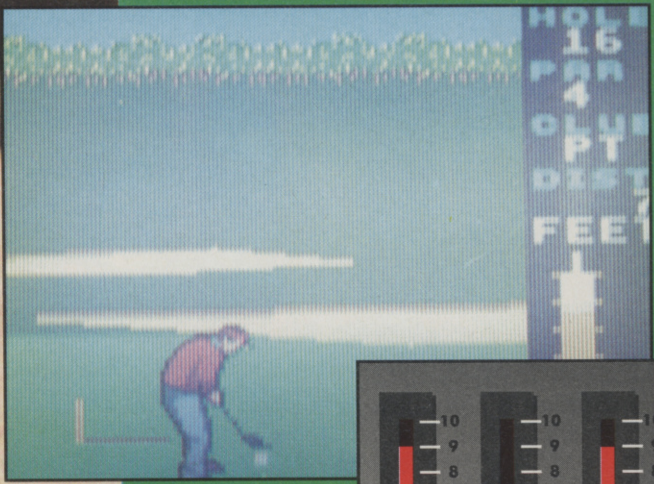
CLUB
1W
DIST
354
YDS
WIND
POWER

It's easy enough to go thrashing around the course like a lunatic, but sooner or later you'll have to figure out which clubs are best for which shots...go for it!

LEVELS FOR SAD MEN

A bit of a sad case when it comes to hitting a ball with a stick? Don't worry - World Class Leaderboard includes a difficulty option so that you can tailor the game to suit your skill. Novice level is a no wind, no problem shoot 'n' see, while Amateur is slightly more challenging. Professional incorporates all of the game's features, and it's this standard which you must achieve if you wanna be at the top of the Leaderboard!


HOLE
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HOLE
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CLUB
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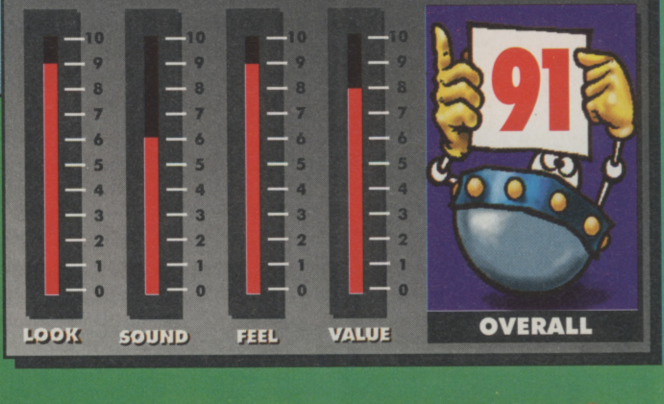
YDS
WIND
POWER

World Class Leaderboard is easily the best golf game on the Master System and that applies here too, especially as they're both identical. Sampled speech, smooth (ish) vector graphics and oodles of gameplay make this a real winner. Just about the best sports sim so far on the Game Gear and an essential buy for golfing fanatics.

FRANK O'CONNOR



ADVENTURE ISLAND

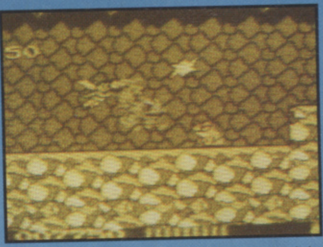
Where has Princess Tina gone? She's gone and wandered off, becoming lost in the process. Silly girl. Anyway, being all important and royal and that, she can't be allowed to be lost for too long, so a hero is required to track her down throughout the Eight Islands.

You are Master Higgins, young buccaneer and lover of royal girlies. You're the fortunate (or otherwise) little geezer selected to head off into the islands and search for the missing miss. It may sound tricky, but your pals the dinosaurs will be on hand to help you along. But watch out! There are all sorts of less than jolly creepies who would like nothing better than to see you fail in your quest - and you can't give them that pleasure now, can you!

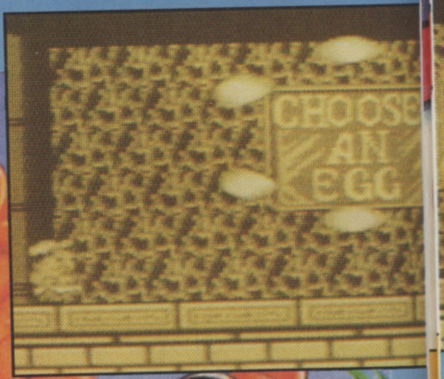
GAMEBOY £24.99

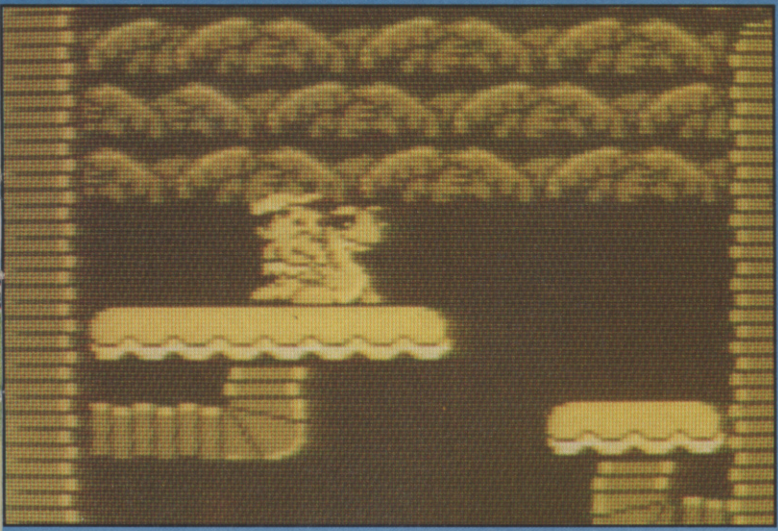
SORRY, NO EGG GAGS HERE

As well as lives, Master Higgins also has an energy bar which slowly decreases throughout the game. To top it up, the lad can eat fruit or drink special energy-giving milk. Mind you don't hit any baddies; you'll either lose tons of energy or simply be stripped of a life, depending on the nasty you collide with.



That frog's looking a bit shifty, but luckily you've found a friendly fairy to carry yourself and your steed over the top.





EGG-CELENT SECRET WORLDS

Try shooting when there's nothing on-screen and you just might uncover a hidden egg. These can contain anything, from axes and dinosaurs to floating clouds which carry Master Higgins to secret worlds, where he can rack up points and items by bouncing on springs suspended in mid-air. Make sure you don't miss any of the springs, because if you do you'll fall back into the main game and miss out on all that lovely stuff.

THANKS...to ***KC's Computers and Consoles*** (0509 211799) for the review cartridge.

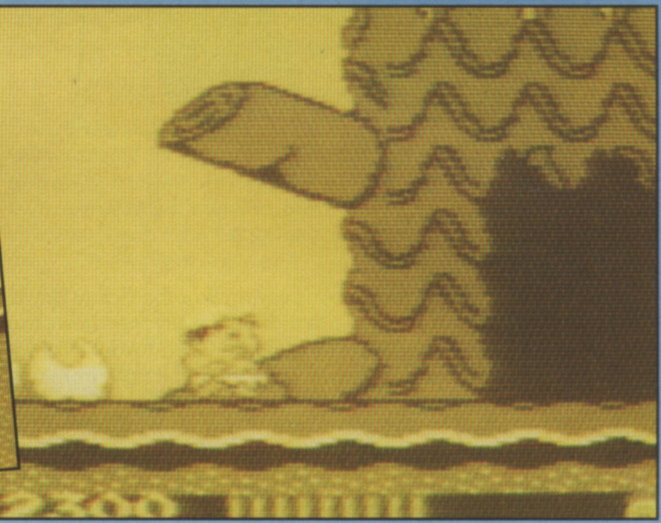
Wonderboy revisited, that's Adventure Island in a nutshell. Which is fine if you like Wonderboy - I do. Unfortunately, it's far too easy, and will not keep the averageplayer occupied for more than a couple of days. Younger Game Boys (or Girls) should love it!

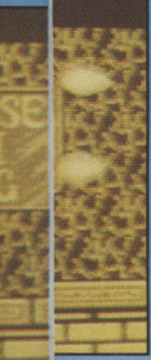
PAUL RAND

IT'S A CRACKER!

On each island you'll find eggs on the ground. Crack 'em open and you'll be given items to assist in you quest! Some of the eggs hide each of your four dinosaur pals, are more thàn happy to give you a ride on their backs. Some of them can use firey baddies, too!

Yahoo! Master Higgins reaches the end of the level - but what terors await the young hero further into the game?

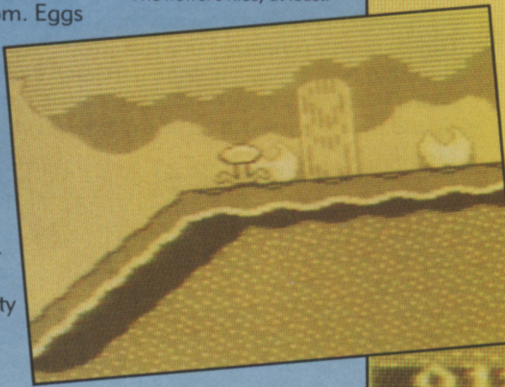


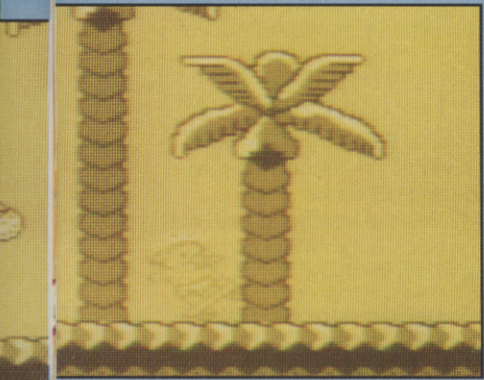


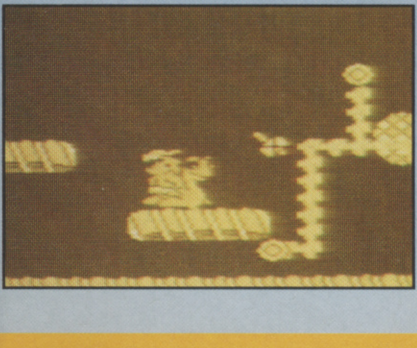
EGG-STATIC? NO, THEY'RE FLYING!

At the end of a stage you enter the Egg Room. Eggs rotate around the screen and it's up to you to select what you think is the most useful. A few contain items and extra lives, but most of them simply hide a points bonus (and a pretty measly one at that), so choose carefully.

No, he's not invisible - it's just that the Pause button made him flash when we took the picture and we caught him in mid flash. The flower's nice, at least.





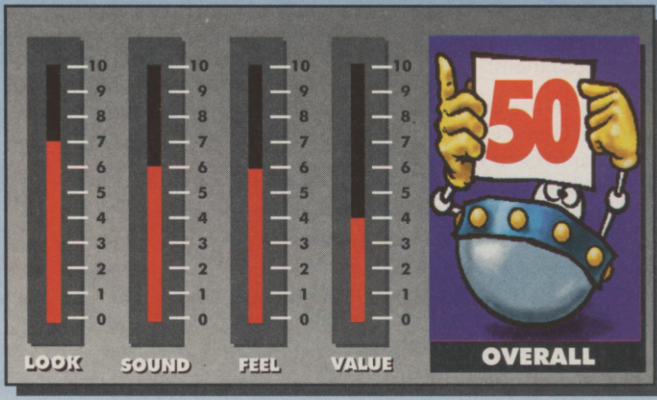


If you're a Wonderboy fan this cart will be big news,Trouble is, it's not that hot a conversion and somehow misses the best elements. Initially impresses, Adventure Island fails to deliver the goods and you're best off looking elsewhere.

TIM BOONE

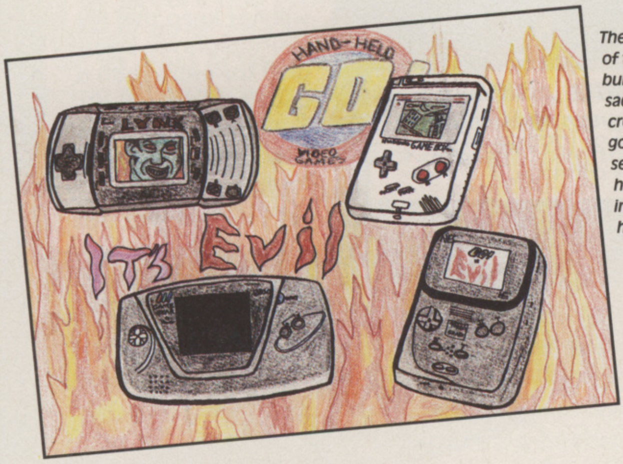
EGG-STRA ITEMS AHOY!

Although Master Higgins begins the game with nothing, he can kit himself out quickly with tons of smart stuff. One of the best items is a skateboard which lets him zip around the levels - he also gets a smart safety helmet into the bargain! Should a new item be picked up, it replaces the previous one but isn't lost forever; instead, it's stored in a safe place and can be reselected at a later stage!



MA!LBAG

Here we GO! with another huge selection of your liveliest letters! The Game Boy/Game Gear war rages as strong as ever, and poems are the flavour of the month! Keep all your thoughts, opinions, piccies - in fact, anything - flooding in! Send your words of wisdom to: I'D BE A BIT OF AN UNFORTUNATE SOUL IF I DIDN'T CONTRIBUTE TO GO! MAILBAG, GO!, PRIORY COURT, 30-32 FARRINGDON LANE, LONDON EC1R 3AU. If your letter's great you'll get a prize - just like Pete Starkey for his rollicking Lynx rhyme!



The best pic of the bunch, but sadly no credit can go to the sender as he hasn't included his name.

GAME GEAR'S GREAT

Dear **GO!**,

In issue five, Catherine Fletcher was saying that the Game Boy is the best hand-held. Don't feed me that bull; everyone knows that the best hand-held has got to be the Game Gear. I would like to see you change the Game Boy into a TV. So get it right from now on - Game Gears rule ok.

Also in issue five, Neil Renton writes "The Game Boy does have a minor handicap because it's not in colour, but who's complaining - not I". Well I am, okay? And you must have a major handicap if you own a Game Boy.

TOM FRENCH,
Tenterden, Kent

PS And if Nicola Mayling thinks her poem's good, get a load of this:

Lynx is no good,
Game Boys are green,
PC's not bad,
But Game Gears are MEAN!

LYNX-LOVING LITERATURE

Dear **GO!**,

I don't see why people buy Game Gears instead of Lynx's - so I've compared them:

This is why the Lynx is so fine,
And the Game Gear is the bottom of the line.
The Game Gear is only an 8-bit,
But the Lynx is 16 - a smart piece 'o' kit!
The Game Gear sells at one hundred pounds,
But at eighty quid, the Lynx is sound.
The Sega, for left-handers, is a pile of brown.
For the Lynx, you simply turn it upside down!
The Game Gear has a white band through the screen,
But the Lynx doesn't - and that I have seen.

Along with the Atari's battery saver feature and wide selection of games, I can't see why anyone pays more and buys a Game Gear.

PETE STARKEY,
Tasburgh, Norfolk

PS Please print my letter, for the sake of all those poor people with Game Gears.

AN ANTIPODEAN ANSWERS

Dear **GO!**,

In the issue of GO! currently available in Oz, you requested opinions on which hand-held was the best. I believe it is the Game Boy. My reasons are: batteries last longer (not everyone has a recharger), many more games than Lynx and Game Gear (which are also cheaper) and the colour LCD technology used in the other two has not yet been perfected and, after a couple of years, the screens on the Game Gear and Lynx will start to deteriorate (this has been cited as the reason why Nintendo chose b&w).

The only drawback with the Game Boy is that it is not backlit, which means that unless you play under fluorescent light or buy a Light Boy, you will find yourself tilting the screen during play, as it is hard to see (especially due to the way it blurs when scrolling on some games).

I didn't mention the portable PC Engine or the Game Boy clones, because neither are viable due to weight/power requirements and lack of games respectively.

Keep up the GO!od work.

ADAM WILLIAMS,
New South Wales, Australia

I'M GAGA OVER GAME GEAR

Dear **GO!**,

Most of my friends have Nintendo Game Boys, but a few have Sega Game Gears. Thanks to my parents, I'm among the privileged Gear owners, having had one since Chrimbo.

We are always arguing about which is the best hand-held out of the two. I myself prefer the Game Gear, but that's only because it's colour. Both have a lot going for them:

1. The Game Boy with its brilliant add-ons and stunning titles.

2. The Game Gear with its totally smart carts and that sexy black TV Tuner. Not forgetting the Master Gear. This, without a doubt, helps Sega whip the pants off Nintendo in the hand-held market.

Why is it that Sega and Nintendo freaks are always at war and never at peace? Both are perfectly decent in their own right. Neither should have the mickey taken. Especially not the Gear. Ha ha!

Good luck with GO!

RICHARD WILLIAMS,
Newport, Gwent

GIVE ME A GUIDE

Dear **GO!**,
At the moment, I don't have a hand-held games machine. I own a Megadrive and found the Complete Guide To Megadrive really useful when choosing it, and also when choosing games for it. I think it would be a very good idea if you produced a Complete Guide To Hand-helds, with sections on the various machines and reviews of all the games available. Many hand-held owners would appreciate a Complete Guide.

SIMON VEAL,
Bromley, Kent

A Complete Guide To Hand-helds, eh? What do the rest of you think? And more importantly, what would you want to see in it? Send your opinions to the usual GO! address.

WHO'S THE LOVELY LADY?

Dear **GO!**,
Before I say that Game Boy rules and that Nintendo beats Sega hands down, I would like to compliment you on your magazine. At last, a decent mag for us hand-held owners! Could you answer a few questions:

1. Are the letters you print made up, as almost everyone I know thinks so!

2. Are there any new hand-helds in development?

3. I know that everyone's asked this question and heard a lot of different stories, but is there really going to be a colour Game Boy?

4. Who is the gorgeously pretty girl holding the Game Gear (spit) in the news section of issue four?

That's all thanks, except for one more point. If you made GO! bigger and better and had a top ten of your current best games on each hand-held it would be even more excellent!

RICHARD BERRY,
Exeter, Devon

PS Game Gear owners, don't forget; don't turn the Game Gear on or the batteries might run down!

1. Of course not - if that were true, how come your letter's here? 2. If the rumours are correct, yes. 3. See 2. 4. The lovely Erika. As for your last point, you'll have noticed that GO! is exactly what you ask for from this issue! Plus, you'll find the definitive GO! Top Ten Game Boy chart on pages 24 and 25!

WHERE ARE THE WOMEN?

Dear **GO!**,
My new motto is "Own a hand-held and make new friends". Ever since I got my Game Boy I've been able to join in the playground conversations with boys from year six to teachers. Everyone has something to say about the latest games and mags. GO! comes up in the conversations quite favourably. We've even held knock-out competitions with games like Robocop.

What I want to know is - how do we get the girls interested?

SIMON MURPHY,
Leicester

What are you talking about? Girls are already hot on hand-helds! Everywhere we turn, we see the ladies going gaga over Game Boy and gooey over Game Gear. And the Sega vs Nintendo war is waged just as harshly - if not more so - by the opposite sex!

LUMME! I LIKE LYNX!

Dear **GO!**,
I am Lynx owner, and recently I have been saving my money so I can buy Lemmings when it comes out. But in my latest edition of GO! I saw that on the Special Reserve catalogue that Pitfighter was coming out.

So now I am wondering which to save up for. Please could you give a review or something of them both to help me make up my mind?

MATTHEW HOLDEN,
Gwynedd, Wales

There'll be Exclusive GO! Reviews of both the games the nanosecond they're finished - keep your peepers peeled over the coming issues!

CRIPES! ANOTHER RHYME

Dear **GO!**,
I was wondering whether to buy the Lynx, Game Boy, Game Gear or PC Engine GT. I read GO! loads of times to decide what to buy. I decided on the Game Boy. Here's a rhyme about it.

The Game Boy is the best around,
With superb graphics and hi-tech sound,
Loads of games as you can see,
Super Mario, that's for me!
Lots of add-ons you can try,
If you like, go out and buy.
The Game Gear no,
The Game Boy yes,
That is why it is the best!

Please tell me, how did you rate the following:

Spiderman,
Dr Mario,
Super Marioland,
Duck Tales.

DANIEL EDGE,
Sudbury, Suffolk

All the games you list are brill carts which would do justice to any game collection, but the pick of the bunch has to be Spiderman and Super Marioland.

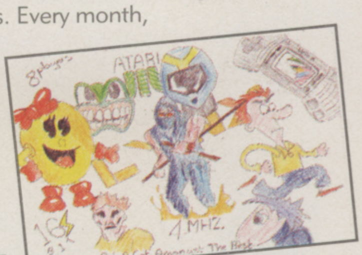
TREAT ME WITH A TOP TEN

Dear **GO!**,
GO! is one of the best magazines to be found on the grubby shelves of my humble newsagents. Every month, GO! seems to get chunkier and chunkier, each time full to the brim with excellent news and reviews.

I think that GO! could be better than it is already, with a top ten for each hand-held, and a hand-held cheats and tips page.

In issue five I notice, on the letters page, someone left out the fourth reason why GO! is so brilliant - the Lynx was left out of the picture. The catflap was closed, leaving the big cat of the hand-held world out in the rain. I got a Lynx for Christmas and I think it kicks the liquid crystal out of its competitors.

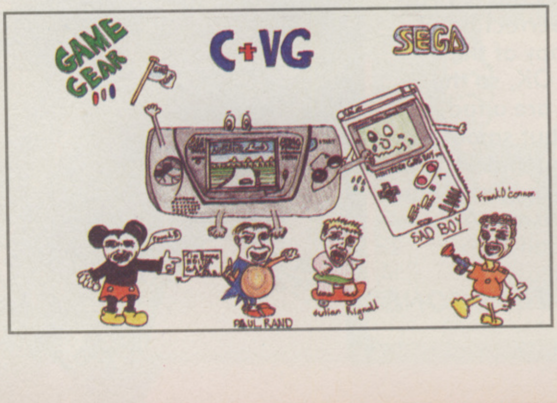
GO! is still the best magazine for me and I will buy it until my back-light goes dim.


8 players
ATARI
4 MHZ.
Someones Put A Cat Amongst The Best

Ross Cleaver thinks the Lynx is so fab, he's drawn a brill picture of characters from Lynx games.

ROSS CLEAVER,
Poole, Dorset

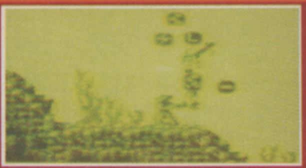
Where have you been? We started a four-part Top Ten feature for each machine last issue, starting with the Game Gear! The best that the Game Boy has to offer can be found this month, with Lynx and PC Engine GT to come - don't miss 'em!



There's no name to go with this drawing - but isn't it good?

It was supposed to be mankind's greatest achievement - a man-made lifeworld on the planet Alterra, generated by MORGUL the machine and ready for the colonists. But things started to go wrong when the machine began to think for itself - creating a nightmare world of rebellion and murder. Luckily, humanity does have one last hope - fighting fire with fire in the shape of Turrican: a bio-engineered mutant warrior whose speciality is recovering lost worlds. Part man, mostly machine, it's up to Turrican to take on the monsters of the machine and save the day for everyone. Go to it!

GAMEBOY £24.99



TOOL UP YOUR TURRICAN

When it comes to well-equipped warriors, there aren't many to touch Turrican. He doesn't mess about when it comes to packing a punch, and he's got some seriously spanky weapons up his sleeve to dish out a bit of destruction:

GUN: The basic item fires laser bullets at your target, one at a time. If this sounds a bit whiffy, don't worry - bolt-on tokens will boost your firing abilities no end, including a pretty handy spray shot for maximum mayhem!

LIGHTNING WHIP: Stuck in a tight corner? Aliens coming at you from all sides? Starting to cry like a baby? Unleash your lightning whip and cut an arc of death around you! Seriously handy.

POWER LINE: A must for all would-be mass killers - this one zaps enemies both left and right with ionizing bolts of doom!

MINE: Drop one of these little babies and it ticks for a bit and then goes boom, blowing away all those luckless enough to be standing nearby.

GRENADE: Chuck one of these doobries at something bad and it'll go up in smoke faster than you can say "I like it!"

BUZZSAW: Don't ask me how this works, but somehow Turrican turns into a whizzo rotating blade for deadly doom on a grand scale! Who cares how he does it - it's good!

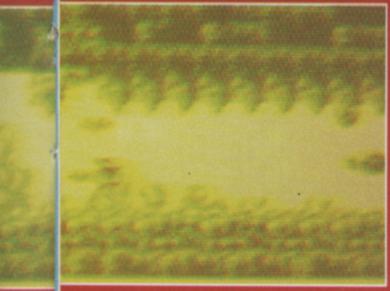
TU

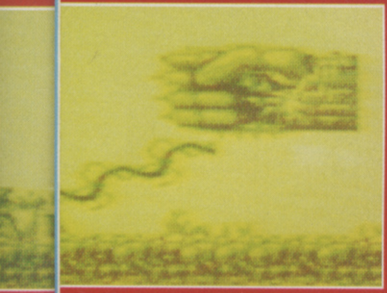
STOCK UP FOR DISASTER

The tokens in Turrican aren't anything at all like those silly ones your dad gets when he buys his petrol and saves them up for free glasses, hairdryers and other daft items - oh no. These tokens are well useful, packed full of extra powers and good things to help our boy on his way. There are too many to list here, but they include restoring Turrican's energy level, activiating various gun modes, force fields, extra mines, extra grenades and all sorts of other things a growing boy needs.

I thought Turrican on Amiga was totally fab, and this is virtually a perfect hand-held copy of the game! OK, so the sprites are a tad small, but smooth scrolling and wicked gameplay more than compensate. An awesome Game Boy blast.

TIM BOONE





BIG, BAD AND VERY MAD

The colony of Alterra boasts some fine beasties so awesomely bad only a computer with a serious headache could have created them - and that's just what has happened. From drones to bosses, Turrican has to stay on his toes through the eight-way scrolling platform action and these end-level bad guys take no prisoners:

THE GAUNTLET: An airborne monster with a personality disorder.

DEAD HEAD: The head of a construction robot, don't mess with this big bad bonce!

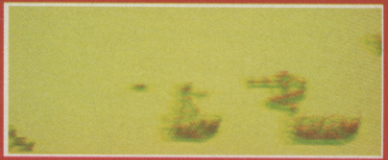
MOTHER FISH: A bionic fish! Need we say more?

TRASH MASTER: The ultimate waste paper bin. Eats things for a living, and Turrican's top of the menu.

MONOLITH: This boy's biig and baaad. Treat with caution!

QUEEN MOTHER: No, not the one who likes horses and Coronation Street, this is a colossal breeder with multiple heads and very bad breath!

MORGUL: The final challenge - with three brains this boy's a top-notch villain and no mistake. Take him out to win the game!



How to be a Turrican - Lesson One: nake sure you've got lots of big guns and a spammy metal suit. Run around the landscape looking hard and shoot the bats and other nasties like these. Don't get killed and everything should be alright.

Funnily enough, I thought the game was a right hoot as well. It's just a shame that the main character is so small - it's really difficult to follow him all the time. Music's crap too. But all in all Turrican is a fine conversion of the top-rated Amiga blast.

PAUL RAND

THANKS...to ***Console Concepts*** (0782 712759) for the review cartridge.

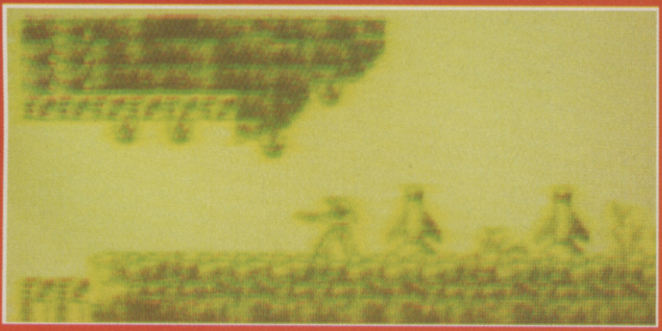
RRICAN

TONS OF TOKENS

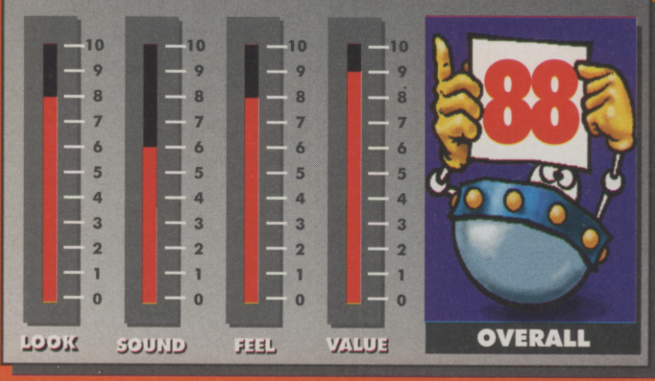
The only way to enjoy Turrican's bolt-on goodies is to pick up the tokens you'll collect when you vapourise something bad. The more you collect, the more powerful our metallic matey becomes - but here's a quick tip to power yourself up with oodles of goodies at the start of the game! Run to the left of the screen, jump up and fire right. If you do it correctly a little block appears. Keep shooting this and tons of tokens will pop out to be collected at your leisure and turn you into a Super Turrican before you even start! Hurrah!

HE'S HARD, HE IS

Turrican's an energetic little psyborg and no mistake. Not only can he run around in his metal suit and look very heavy and hard, but he can do loads of other neat things as well. Just as well, really - 'cos the boy's got his work cut out and no mistake! He can run, jump, kneel, spin, shoot, fire his lightning whip and release a mine if you press down and fire at the same time! He's so hard he could probably make the All Blacks, but that doesn't stop him getting killed quite a lot! Mind you, the All Blacks don't have Laser Death Cannons.



How to be a Turrican - Lesson Two: think of the hardest, leanest, meanest thing that you can then reckon you're 'arder. Find something that looks almost as tough and blow it to pieces, then swagger off looking cool.

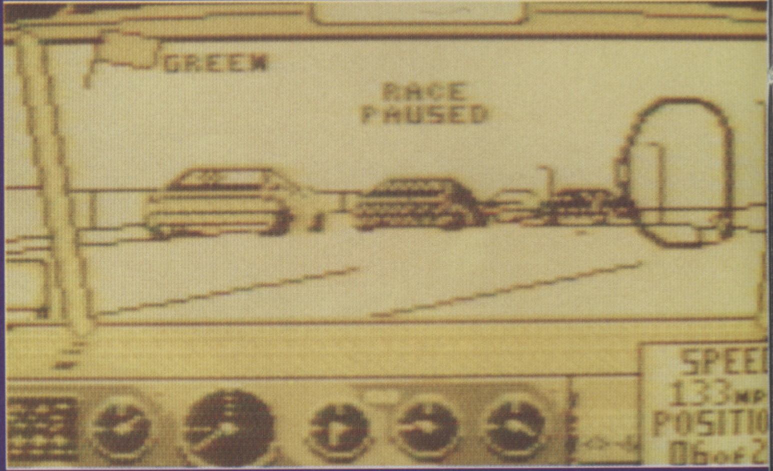


DAYS OF T

Get ready to burn rubber around some of the toughest stock-car racing tracks around in Days Of Thunder, the conversion of the Tom Cruise movie. Playing the part of rookie driver Cole Trickle, the aim of the game is to reach the top of the racing circuit in a five-race season. You'll be up against nineteen other drivers, each one searching for the same success as yourself.

Not only will you be up against the cream of the crop (including some very experienced racers who won't think twice about using underhand tactics), you'll also have to become a master of the pits, and of looking after your car so that you won't have to make so many stops. A rookie has never won the season - but there's always a first time.

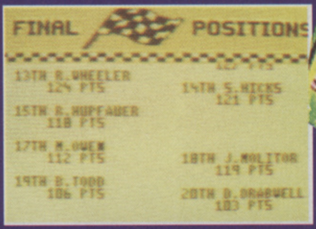
GAMEBOY £24.99



City
KON
LUMI
18
Hardee's
LUMINA

DAYTONA BEACH
YOU CRASHED DURING A QUALIFYING S

That's quite a sad, slow speed, especially seeing as there's nothing in front of you - come on, go faster, man!


FINAL POSITIONS

13TH R.WHEELER 124 PTS
14TH S.HICKS 121 PTS
15TH R.HUPFAUER 118 PTS
17TH M.OWEN 112 PTS
18TH J.MOLITOR 119 PTS
19TH B.TODD 106 PTS
20TH D.BRADWELL 103 PTS

Wait a minute - where's the seventeenth place driver? Actually, that's Cole - but the name was flashing at the time...

Mmm. Well. I don't like this game as much as Paul, but maybe I'm just a sad shambler who doesn't think racing games work on the Gameboy. Personally I didn't get much fun from this cart, and the fact that it's very repetitive doesn't help at all. Not for me, ta.

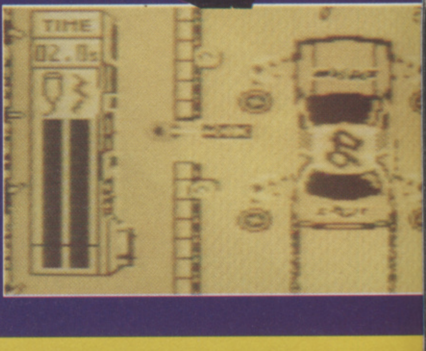
TIM BOONE

IT'S THE PITS, MAN!

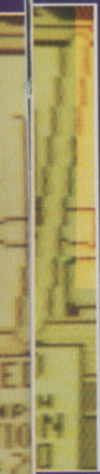
Unfortunately, the AA or RAC can't be called out if your stock-car develops a problem half way through a race. You'll need to duck into the pits at the earliest opportunity, where you give your four-wheeled steed a complete overhaul, before rejoining the race.

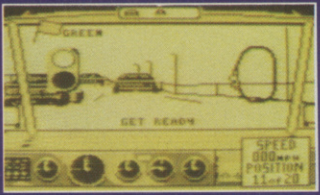
TRICKS OF THE TRADE

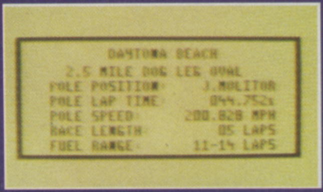
Stock-car racing isn't just about driving very quickly around a track, knocking the opposition out of the way. Well, it is, but there are some tricks to give you the edge over the other drivers. Tricks such as The Pipeline (on a banked corner, curving up the bank then shooting down the straight for extra speed) and Slipstream- ing (hugging the tailgate of the car in front, for a saving of fuel and a burst of mph).



THUNDER




GREEN
GET READY
SPEED
000 MPH
POSITION
11 OF 20



DAYTONA BEACH
2.5 MILE DOG LEG OVAL
POLE POSITION: J.MOLITOR
POLE LAP TIME: 044.752s
POLE SPEED: 200.828 MPH
RACE LENGTH: 05 LAPS
FUEL RANGE: 11-14 LAPS

WHAT ABOUT THE FILM?

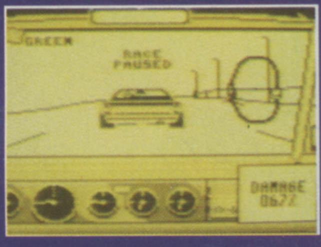
If you're an unlucky sort of fellow, you'll probably have had the misfortune to view the Days Of Thunder movie. Starring Top Gun actor Tom Cruise, the film is basically an attempt to remake Top Gun but with cars. A bit of a sad shambles, really.

The subject matter was rubbish for a film, but makes a surprisingly good Game Boy game. Apart from the fab Faceball 2000, it's the first time vector graphics have been used on the baby Nintendo, and quite fast they are too. The game gets a little samey after a while, but all in all a playable driving game and certainly the best conversion of the movie.

PAUL RAND

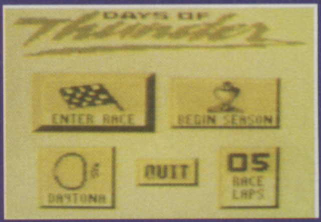
FASTER! FASTER!

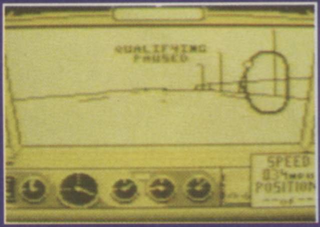
To get a decent position on the starting grid, you're going to have to clock a good timed lap in the Qualifiers. You're all on your own when you qualify, with no other racers on the track, and it's up to you to race your heart out and attempt to go one better than the rest of the field.


GREEN
RACE
PAUSED
DAMAGE
0677

The reason you've got all that damage is because you tried to drive in the front car's slipstream to get up enough RPM's to pass - but you're a crap driver and ran straight into the back of him. Perhaps you should stick to BMX's, eh?

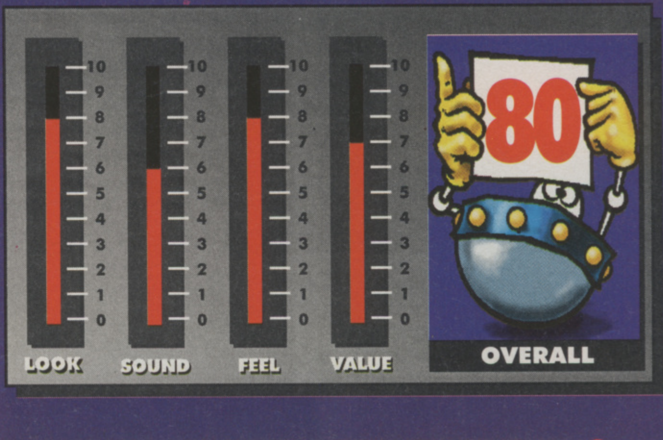
SUPER
46
LUM
MELLO
YELLO
51
LUM


DAYS OF
Thunder
ENTER RACE
BEGIN SEASON
DAYTONA
QUIT
05
RACE
LAPS

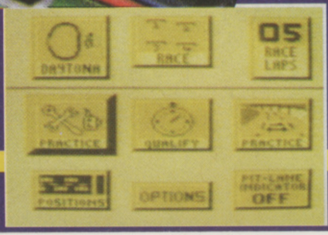

QUALIFYING
PAUSED
SPEED
034 MPH
POSITION

A FAIR INDICATION

Throughout each race, Cole can call upon his in-car indicators to check on how well he is doing. Information such as miles per hour, position on the track in relation to other drivers, fuel usage and tyre wear can all be accessed at the flick of a switch - and you'll need to keep a careful eye on all of it, if you want to put yourself in with a chance of winning.

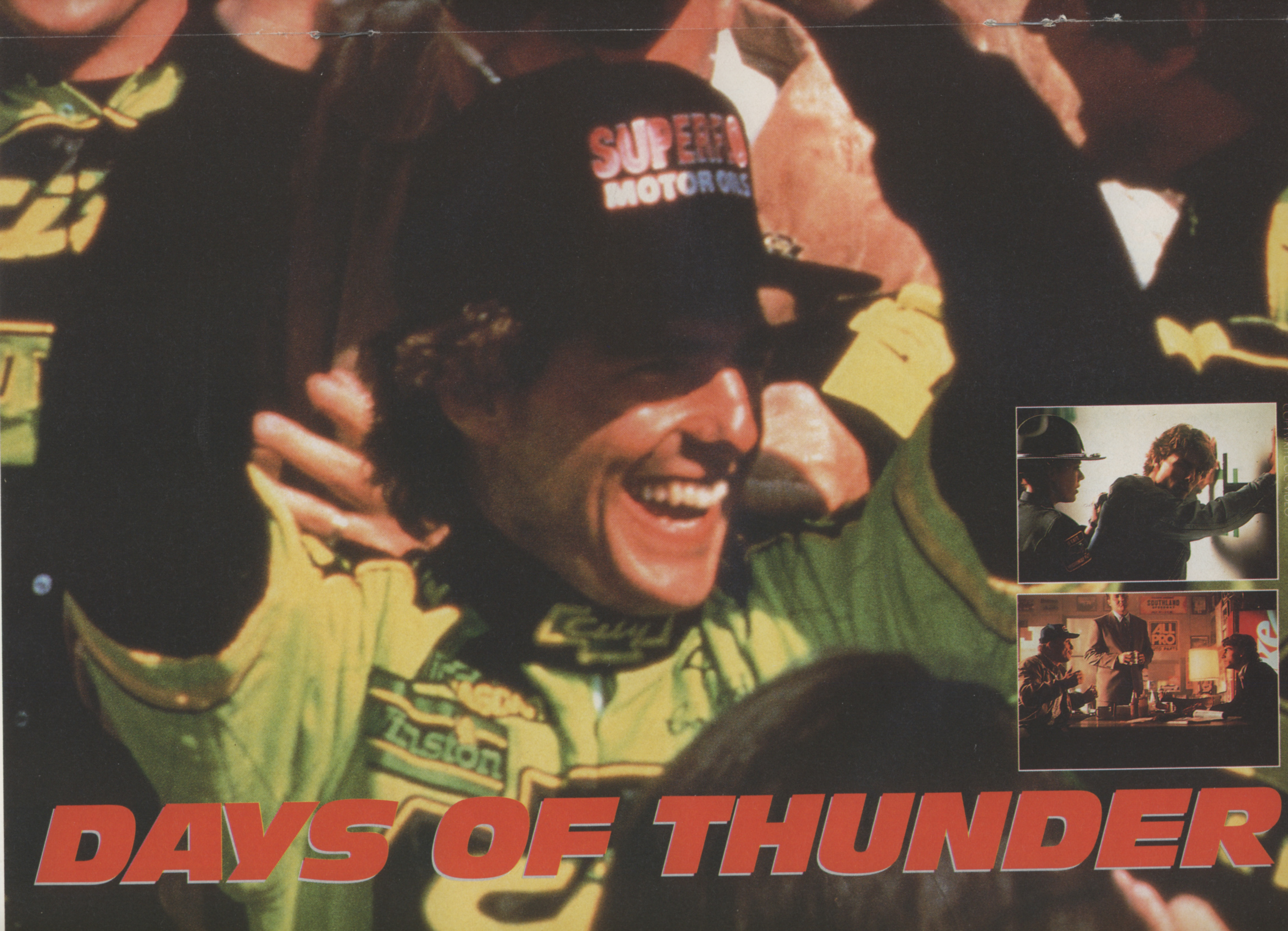


THANKS....to Console Concepts (0782 712759) for the review cartridge.


DAYTONA
RACE
05
RACE
LAPS
PRACTICE
QUALIFY
PRACTICE
POSITIONS
OPTIONS
PIT-LANE
INDICATOR
OFF

SUPERFLO MOTOR OILS
SUPERFLO MOTOR OILS

DAYS OF THUNDER


SUPERFLO
MOTOR OILS
SOUTHLAND
ALL PRO

COPYWRITE CIC VIDEO

Take a freaky family of five, add an undead butler and an animated, dismembered hand. Then put them into a creepy old house full of spooky surprises and what do you get? The Addams Family, that's who! Their antics have transferred from newspaper cartoon to hit Sixties telly show to movie success. Now they're on Game Boy in a madcap race around your abode.

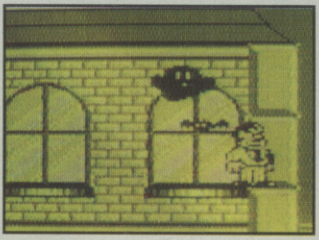
After being served an eviction order, Gomez returns home to find that the family has gone missing! Playing the part of Gomez, the player must find the other Addamses and save their home. In any other house this would be a walk in the park - but the Addams abode is not like any other!

GAMEBOY £24.99

The Addams Family

CREEPY AND KOOKY

Each member of the Family is being held by a guardian, which has to be defeated if you're to see your loved ones again. As it's the Addams place, the nasties are VERY nasty, and take quite a hammering before they give up their captives.

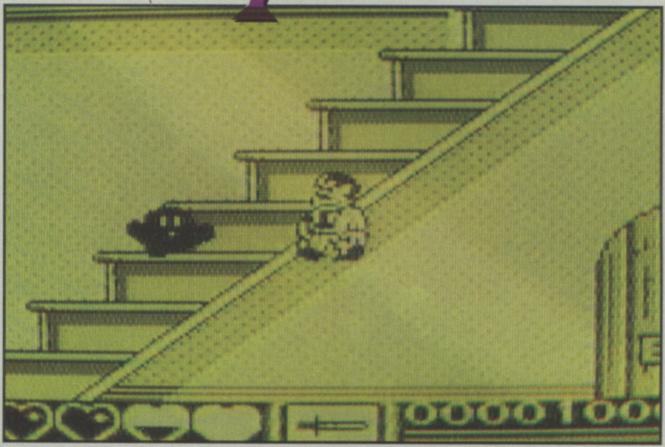


No! Don't jump, Gomez! Think of the family! The wife, those lovely children! Oh well, suit yourself...

A lot could have been done with this license, but sadly The Addams Family turns out to be an average platform shoot 'em up. Graphics are only middling - the main character looks like a fat Adolf Hitler! A not very enjoyable movie tie in.

PAUL RAND

Ghostly goings-on as Hitler look-a-like Gomez quite literally hovers in mid-air.

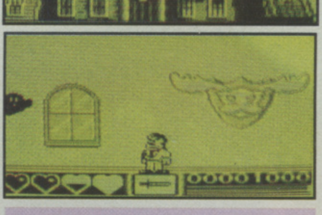


MYSTERIOUS AND SPOOKY

All this running around, banging into baddies, doesn't do Gomez's health any good. Each time he comes into contact with a nasty, he loses energy. Luckily, this can be replaced by picking up the hearts which are dotted around the playing area. You begin with four lives, each life being made up of four energy hearts.

ALTOGETHER OOKY

Before he was kidnapped, clever young Pugsley had the sense to leave behind some magic potions to assist his dad during his quest. These turn Gomez into creatures with special powers; for instance, drinking the "W" potion transforms the man Addams into a werewolf, allowing him to run quicker and jump further. There are four different types of potion to collect, and each one is crucial to completion of the game.



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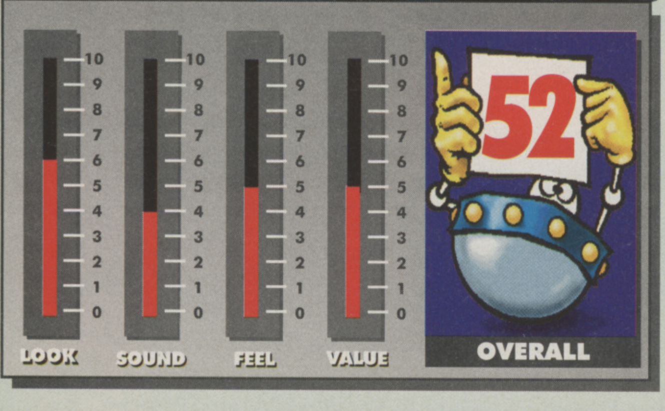
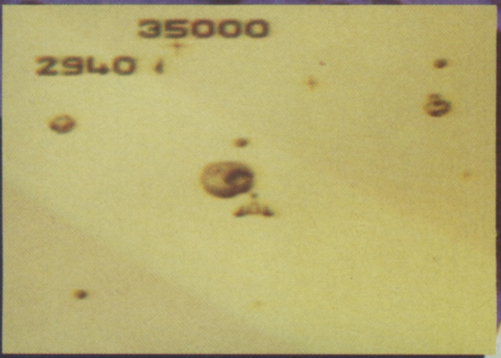


ASTEROIDS

n 1979, Atari unleashed onto the world an arcade machine which took the world by storm. Simple yet maddeningly addictive, it would go down in history as a classic. Its name was Asteroids. And now it's been released on Game Boy.

GAMEBOY £24.99

ASTEROIDS
©1979,1991 ATARI CORP.
LICENSED BY NINTENDO

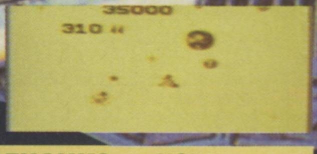


Asteroids caused a storm years ago in the arcade and, with this Game Boy version, todays gamers can enjoy the addictiveness of this timeless classic. Graphics have changed from vectors to sprites, but the same old game lives on. Nostalgia fans and new gamers alike are advised to have a blast of Asteroids.

PAUL RAND

HYPER DRIVING

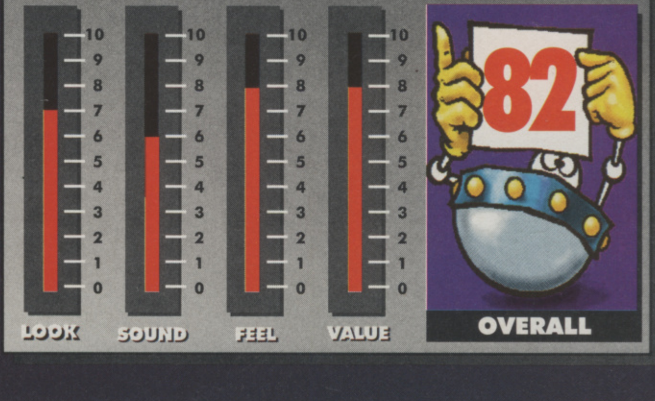
It's a good job that the designers of your ship foresaw this situation, otherwise, the may not have built the hyperdrive sytem into your craft. This useful device breaks down the molecular structure of your ship and reassembles them in a different position. Which means that if there's a whacking great asteroid heading for you which you can't smash, press the hyperdrive button and you'll disappear, before reappearing somewhere else!



THANKS...to ***KC's Computers and Consoles*** (0509 211799) for the review cartridge.

NASTY BLASTING

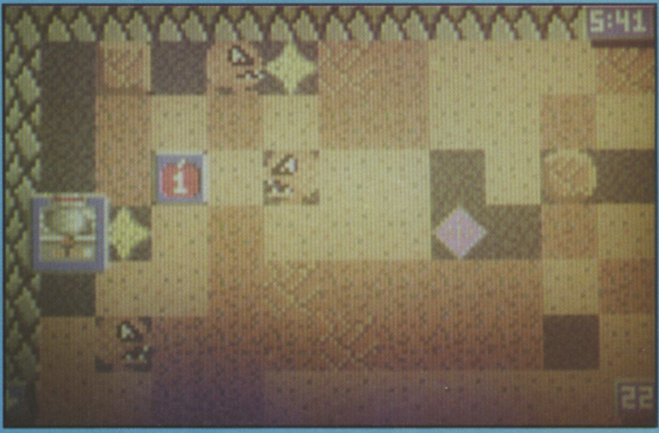
There's a snag to getting stuck in this asteroid belt - it's situated in alien territory. Every so often, a flying saucer will appear and try to blast you out of the cosmos. If he gets you before you get him, it's goodbye to you. Should you manage to do away with the unwanted attention, however, you'll receive a hefty points bonus.



CRYSTAL MINES II

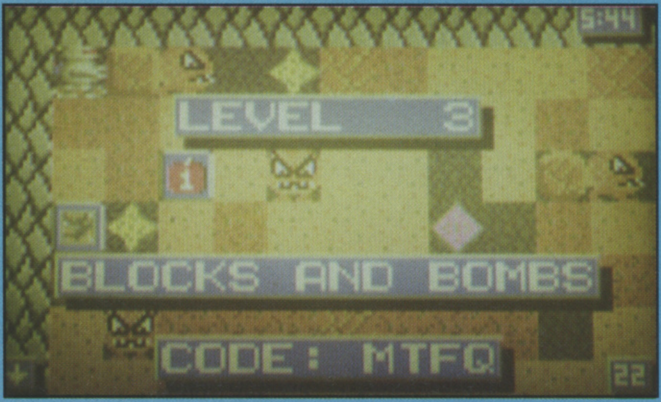
Your world is dying. A lack of natural resources havedoomed the planet to exinction, unless something is done -and fast. There's one way out of global catastrophe; an assault on the Crystal Mines . The mines hold a bounty ofthe energy crystals needed to keep the world's powerplants in operation. Unfortunately, the alien inhabitants don't take too kindly to wanton exploitation of their homeland, and have killed everyone who has attempted to strip the mines.
This time though, you may just be in with a chance. The top scientists of the planet have constructed a robot to infiltrate the mines and collect the crystals. The mission is simple - grab as much as poss and don't get killed.Easy, really. Or is it?

GAMEBOY £24.99



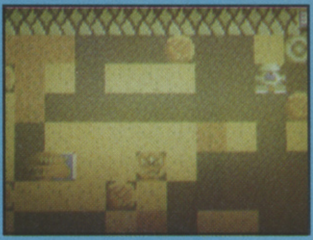
A DASHED FINE DERIVATIVE

Remember a game from a few years back called Boulderdash? It starred a strange little insect called Rockford, who liked nothing more than rushing round caverns and picking up diamonds. A timeless classic featuring great gameplay, Crystal Mines II borrows heavily from this slice of computer games history.



EXCITEMENT UNDER THE EARTH

So you think it's going to be a cinch, just racing around, collecting crystals. It is, to begin with. But you'll soon find that there's much more to it than that. What with monsters disguised as rocks, unpassable areas and hidden exits to name but a few of the features in Crystal Mines II, a rather challenging little time is the order of the day..



GUNNING FOR GOLD

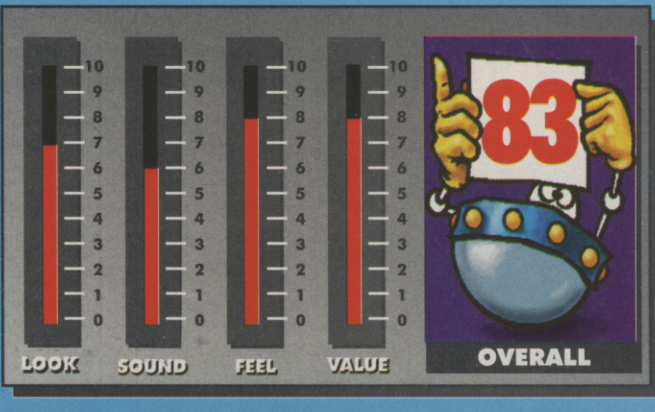
As it's the future, your robot isn't expected to dig away with a bucket and spade through the mines. He's been thoughtfully equipped with a powerful laser gun which wipes away muck and rock - in a flash! You'll also find the laser comes in very handy when you've got a hungry Mine Monster on your tail; a quick zap and he's history.

Diamonds, diamonds everywhere - but keep well away from the monsters who'll not think twice about chomping on your endoskeleton!!

A simple game, but an incredibly addictive one at that. Crsytal Mines II is more or less a rip-off of Boulderdash, but who cares when the game's as good as this? Plenty of levels to charge through, and they get really difficult later in the proceedings. Great fun.

PAUL RAND

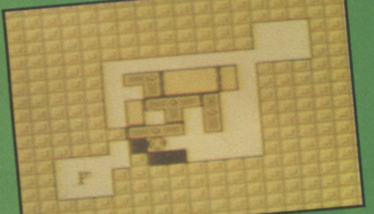
That rock-nasty is rushing around so quickly, he's causing the screen to blur! Honest...



The Knights of the Garden are an elite band, keeping peace in the cabbage patch, ensuring freedom in the flower plot and happiness in the hedgerows. To enter into the realm of the Knights the prospective candidate must undergo a difficult initiation test - The King's Challenge; a series of puzzles that need to be solved before the sword of King Watermelon is rested on the lucky shoulder. Become Spud, the Amazing Tater, as he ventures into the Magic Maze in the hope of reaching the end and becoming Sir Spud. It's a race against time and the other young Knights-in-waiting, Rooty Carrot, Pepo the Red Pepper and Arnie Eggplant. The race starts - three cheers for the A-Mazing Tater!

GAMEBOY £24.99

A-MAZING TATER

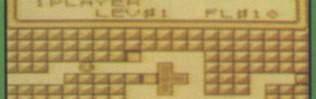


NEW

Link up with a friend to partake in two-player tater treats! It's a simple, one-on-one race to the finishing flag, where the victor wins the spoils and the vanquished gets laughed at and victimised by his peers!

OLD

Complete Puzzle Mode and you become Sir Spud, with complete freedom to roam the Garden! Just think - you too could sit in on a Vegetable Picnic! Or fool around in the Puzzle Forest! Cor, what else could you wish for!

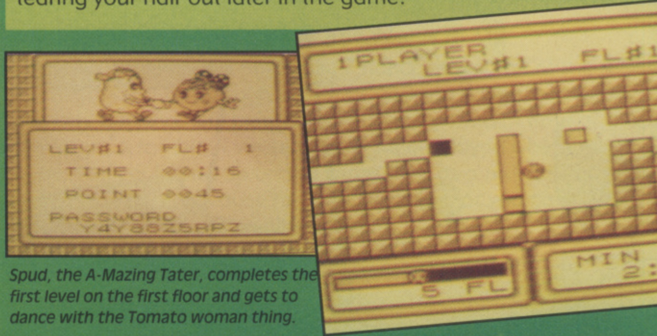


Well, that was quite ridiculously easy - let's have another room and quick!

THANKS...to KC's Computers and Consoles (0509 211799) for the review cartridge..

KING EDWARD

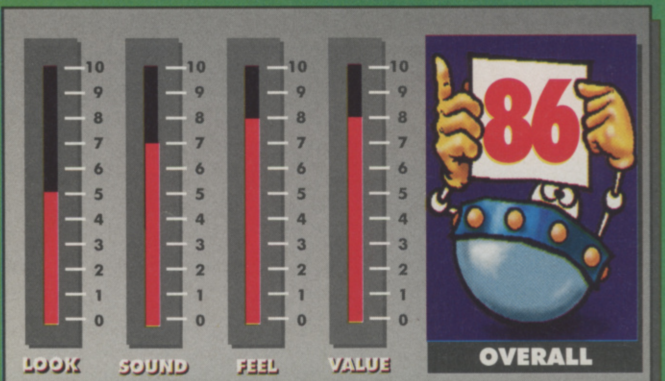
Each part of the maze is made up of a selection of doors, sliding blocks and pits. The trick to completing each section is to create a path through these obstacles by revolving the doors, pushing the blocks and filling in the pits. The first few puzzles are quite easy - but you'll find yourself tearing your hair out later in the game!



Spud, the A-Mazing Tater, completes the first level on the first floor and gets to dance with the Tomato woman thing.

This is practically the same as an old import called Puzzle Boy, which was a great one-player brain-drainer! A-Mazing Tater has the same addictive qualities and, with a two-player option, a whole new challenge once you've completed the game on your own. Great fun.

PAUL RAND

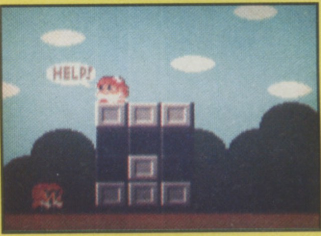


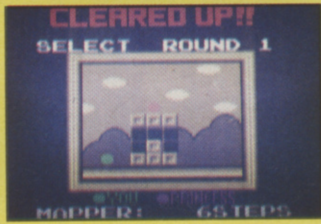
POPILS

That's it. No more. You've rescued princesses from dragons. You've liberated ladies from wizards. You've even saved sweeties from gangs of post-holocaust mutants. Fame and fortune is yours, and has been since you took up this damsels-in-distress-busting lark. Now all you want to do is sit back, have a nice cup of cocoa and watch some decent telly. Or not.

Not at all, in fact. For there's yet another giggling bint gone and gotten herself kidnapped. Sheesh, do they do it on purpose, just to give you a hard time? This time, the job entails solving block puzzles in order to reach the lassie. After all your escapades, this one should be a piece of Battenburg. You must be joking!

GAMEGEAR £24.99

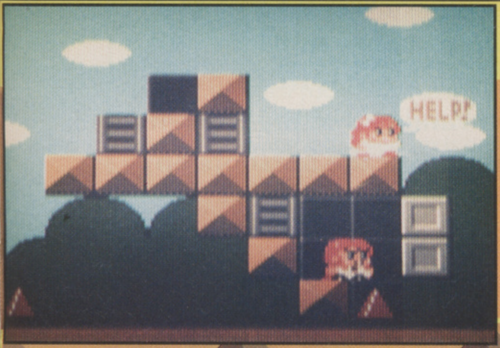




Yahoo! That's level one completed - now only about forty million more levels to go. It's hard being a hero...

Mind games have become standard issue for hand-helds, and this one is definitely a cut above most. Simple and effective, Popils will quickly hook you and provide laffs a plenty if you like twisting your brain into a tangle.

TIM BOONE



OFF YER BLOCK

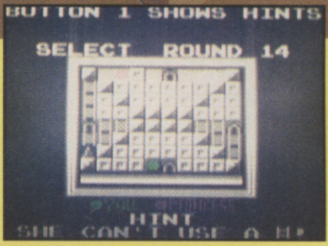
The object of Popils is to rescue the princess who has been placed atop a collection of blocks. To get to her, you'll have to destroy the blocks in the correct order by punching them. Well, that's all you have to do in the earlier stages - later levels introduce you to extra obstacles - and baddies!

After the recent spate of high-action arcade jaunts, the Game Gear is settling back down to a slower pace, what with World Class Leaderboard and now, the excellent puzzler Popils. Simple yet very effective, this is the sort of game that suits all hand-helds. Graphics may not be exactly stunning - neither, for that matter, is the sound. But it's the gameplay that counts with a title like this, and Popils certainly delivers in that department. A must among brain-benders.

PAUL RAND

GREEN 'N' GHASTLY NASTIES

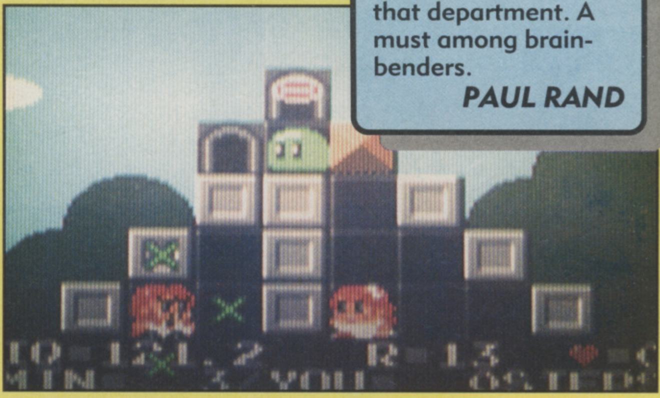
Further into the game, not only will the puzzles become more challenging, but you'll have to work around nasty green monsters which patrol the screens. Avoidance is the best policy, but on some levels they can be skewered on spikes, if you can work out the route to send them to their doom.



Well, this looks so easy that you'll no doubt complete it within seconds. Or not. Actually, it's a good job there's a hints option, otherwise you could find yourself shambling around this screen for absolutely yonks.

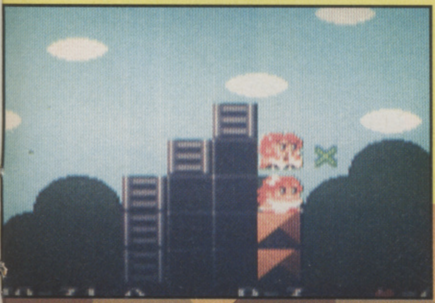
HANDY HINTS

Don't be fooled into thinking that Popils is a cinch - you'll feel a right charlie when you hit some of the more difficult levels and completely foul up about twenty million times. Luckily for people like that, hitting the A button on the plan screen gives the player a handy hint on how to tackle that room.



SCORES ON THE DOORS

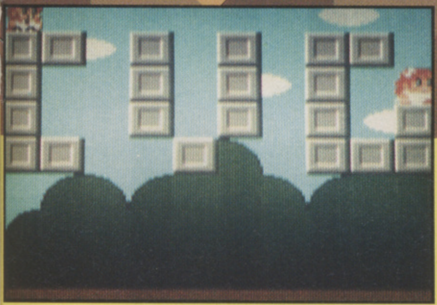
After the first ten levels or so, you'll notice that some of the rooms contain doors. Go through one door and you'll emerge out of another, with that exit being blocked for a period of time by a No Entry sign. A fair bit of strategy must be employed when using doors; you could end up on the same level as a monster with no means of escape because the door is closed; or you could emerge directly above a spike - ouch!



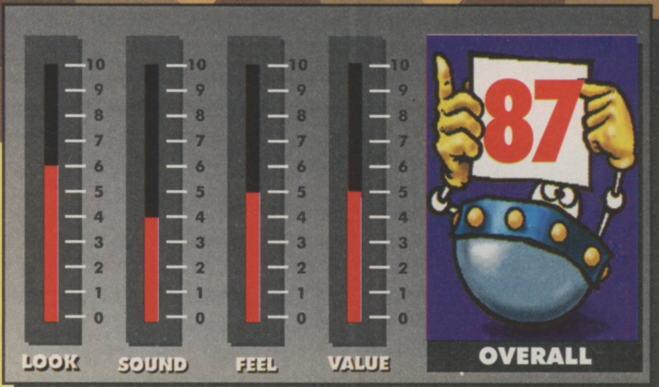
TENGEN
PRESENTS
MAGICAL PUZZLE
POPILS
NORMAL GAME
MAP EDIT
EDITED GAME

LOOK TO THE LADDER

Although at the beginning the only way to get the princess is to bring her to you by gradually lowering the blocks, sometimes you're going to have to go to her, using ladders which have to be correctly positioned by strategic removal of blocks. You can't push or pull the ladders, and if one ends up out of place, the only thing to do is commit suicide and start all over again.



Lumme! Britain's best games mag gets everywhere, doesn't it! Actually, we just knocked this screen up on the level editor - smart, isn't it.



GAME BOY

THE TOP TEN

It's the biggest-selling hand-held in the world. It's creators, Nintendo, have shifted hundreds of thousands of the machines in Britain alone. It's been voted Toy Of The Year. What is it? Game Boy, of course! In the second of our four-part rundown of the top ten carts on hand-held, FRANK O'CONNOR checks out the hotshots on the most popular little wonder around.

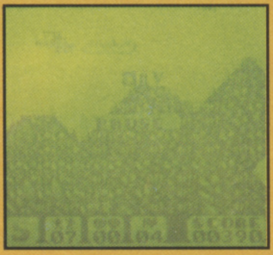
PARODIUS

This is Konami's masterpiece and, for my money, the best Game Boy game ever. It's basically a special comedy version of the arcade hit Nemesis. The game plays in much the same way, it's a horizontally scrolling shooter, but all the sprites and backgrounds are very cute! Some of them are actually a bit saucy too, so don't buy it if you're easily shocked. The graphics are spectacular, brilliantly drawn and wonderfully fluid. Music is spot on, wacky remixes of the original arcade music, but best of all are the stunning end-of-level baddies. Huge, comical and very difficult to beat. This is a brilliant title and if you don't have it, get it!

BATTLETOADS

The Battletoads are here to give the Ninja Turtles a run for their money. This game is brought to you by those geniuses at Rare and is a brilliant demonstration of what the Game Boy can do. The graphics are sharp and detailed, the music is superb and the gameplay incredible. A huge title, with tons of scrolling levels to punch, jump and shoot your way through. Probably the best looking Game Boy game so far!

PAUSE
SCORE
00020



CHOPLIFTER 2

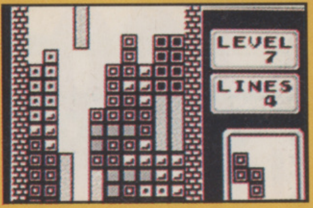
Dan Gorlin made a bit of a name for himself with the original Choplifter which he programmed on the now crusty Apple home computer. The game was a smash hit, featuring hostage rescuing antics and two-way scrolling. This updated version uses the same theme, but with enhanced graphics and extra weapons to collect. It's simple, addictive and pretty to look at. One of the best shooters on the Game Boy and a must for Choplifter fans.

SUPER MARIOLAND

This is the fourth instalment of the Mario Bros series and is basically a remix of the first game, with different levels and a couple of smart bonus screens. The platform action is intense and addictive and the shoot 'em up sections are a neat addition. Graphically it's perfect, retaining all the style and character of the other Mario games. A real must for Mario fans!

TETRIS

Of course! The game that comes free with the Game Boy, so we don't have to tell you how good it is. The block-shifting reflex jigsaw puzzle from Russia is one of the most addictive games ever and the Game Boy version is perfect. It plays better and faster than all the home computer versions and it never gets boring. You need air, water and food and now you need Tetris!

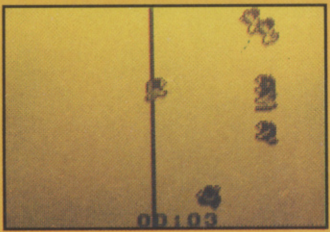


TENNIS

This version of Tennis has been around for yonks. Nintendo first released it on their VS arcade system about nine years ago and the simple gameplay and cute graphics made it an instant hit! The game uses the standard top/down perspective and with two players linked it's an absolute joy. One of the best tennis sims ever and a darn fine game to boot!

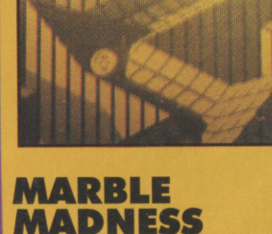
BATMAN

The Caped Crusader makes his debut on the Game Boy and very smart it is too. It plays kind of like Super Marioland, but with a bit of violence slung in for good measure. The graphics are detailed and work well on the small screen and the game just oozes playability. There are plenty of levels to play through and it's a fairly long-lasting challenge. Snap it up!



SUPER KICK OFF

Kick Off is the undisputed king of soccer sims and this Game Boy version is a tribute to the excellence of that game. All the features are there; the team selection, the aftertouch and the free-flowing ball movement. The screen is a bit small and fiddly, but it's an otherwise brilliant conversion. Totally playable and with a two-player link it's unbeatable.

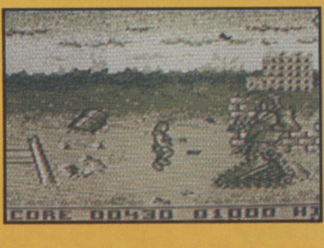


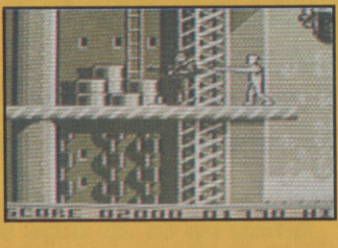
MARBLE MADNESS

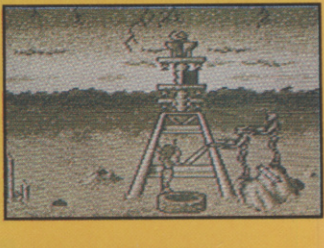
Atari's coin-op broke new ground in both graphics and game design when it was released in the mid-eighties. The Game Boy conversion is a treat and probably the best of the lot. The game is perfectly suited to the mono Game Boy and the graphics are superb. Smooth scrolling and hardly any screen blur are the order of the day as you make your way through the progressively wackier world. The enemies are tough and the time limit tougher. A must-have for fans of the coin-op.

TERMINATOR 2

This game needs no introduction but I think I'll give it one anyway. Acclaim's massive license turned out to be a real beauty. The scrolling platform action and brilliantly atmospheric graphics all add up to a fine conversion. Very different to the NES version this is platforms and violence all the way. Some of the challenges you'll face on your way to the final confrontation will ave you drooling. The T1000 shows up every now and then just to make life difficult and Arnie fans will flip for this.







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THE MICROSELLS cont.

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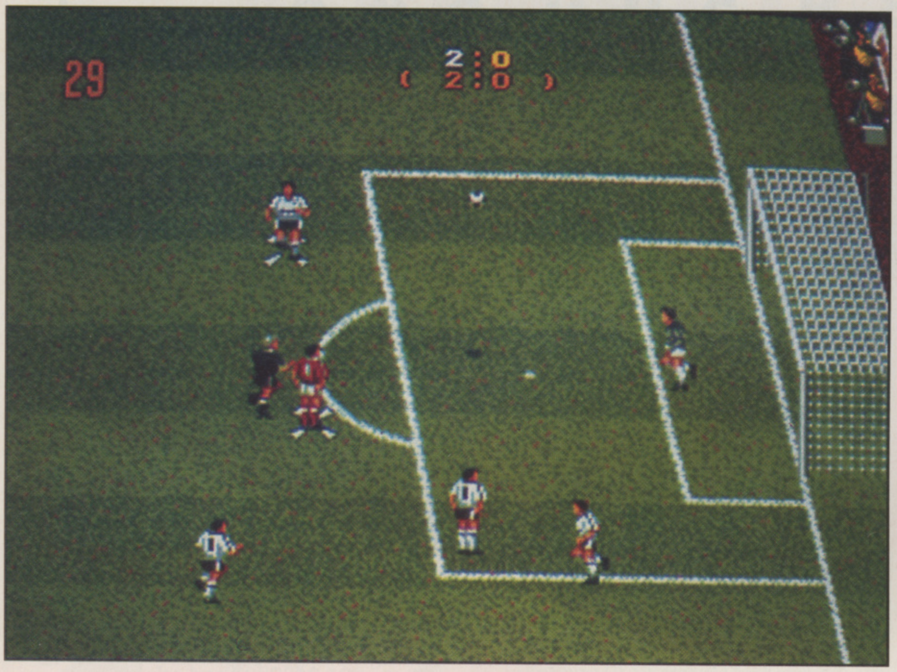


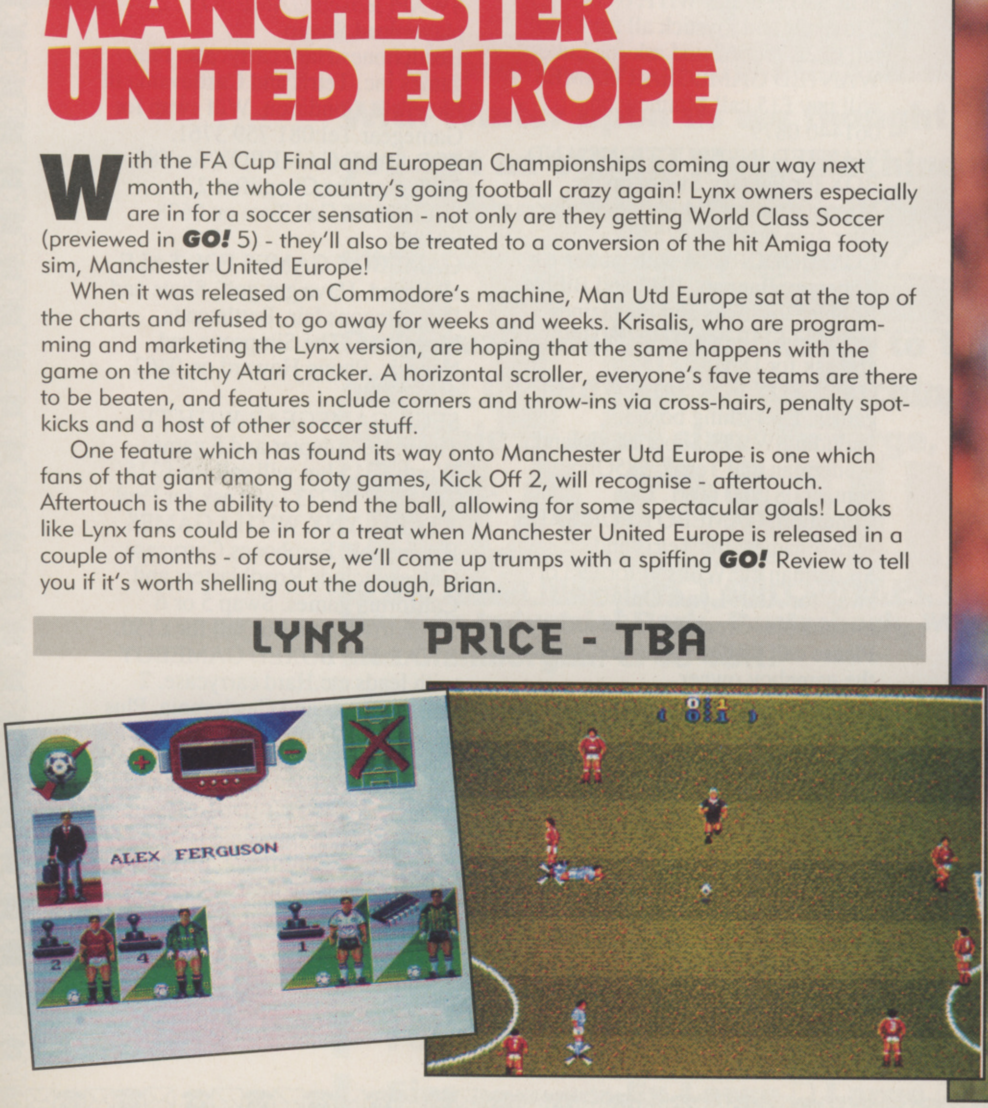
MANCHESTER UNITED EUROPE

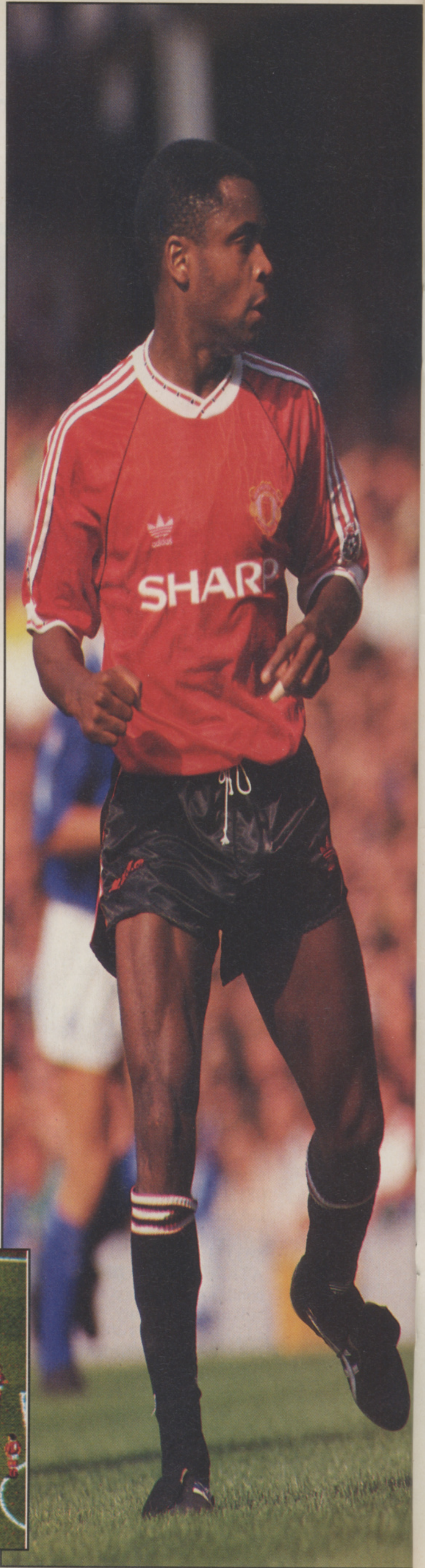
With the FA Cup Final and European Championships coming our way next month, the whole country's going football crazy again! Lynx owners especially are in for a soccer sensation - not only are they getting World Class Soccer (previewed in ***GO!*** 5) - they'll also be treated to a conversion of the hit Amiga footy sim, Manchester United Europe!

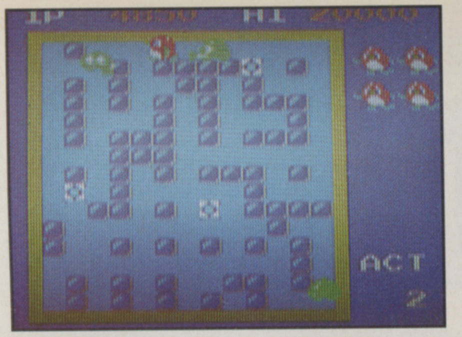
When it was released on Commodore's machine, Man Utd Europe sat at the top of the charts and refused to go away for weeks and weeks. Krisalis, who are programming and marketing the Lynx version, are hoping that the same happens with the game on the titchy Atari cracker. A horizontal scroller, everyone's fave teams are there to be beaten, and features include corners and throw-ins via cross-hairs, penalty spot-kicks and a host of other soccer stuff.

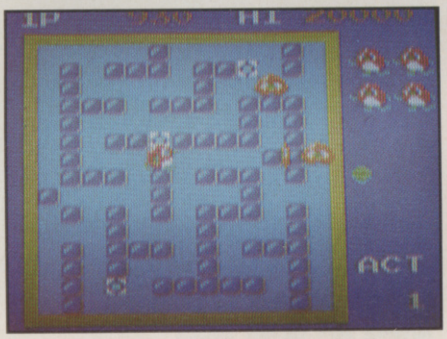
One feature which has found its way onto Manchester Utd Europe is one which fans of that giant among footy games, Kick Off 2, will recognise - aftertouch. Aftertouch is the ability to bend the ball, allowing for some spectacular goals! Looks like Lynx fans could be in for a treat when Manchester United Europe is released in a couple of months - of course, we'll come up trumps with a spiffing ***GO!*** Review to tell you if it's worth shelling out the dough, Brian.

LYNX PRICE - TBA









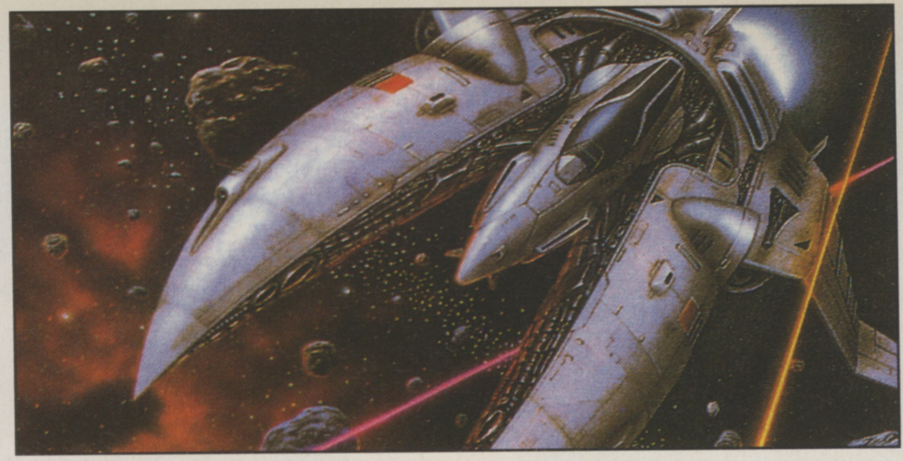
PENGO

Another old favourite is making the long, arduous trek over to the Game Gear in the coming weeks. Remember Pengy? Well, it's undergone a bit of a name change and will be appearing on Sega's portable plaything in two shakes of a dog's thingy! The revised title is Pengo, but other than that, the game is the same as it has been for years.

The player controls a penguin, surprisingly enough, around a series of mazes inhabited by monsters. To complete each maze, the nasties must all be destroyed, by pushing the blocks, which make up the passages, onto the creatures to crush them.

The original Pengy was, and still is, a firm favourite among the ***GO!*** boys, but will they go cock-a-hoop over the Game Gear version? There'll be that all-important ***GO!*** Review in the next issue, so you'll find out then, won't you!

GAME GEAR
PRICE - TBA



GRADIUS - INTERSTELLAR ASSAULT

It's generally recognised that Konami's Gradius coin-op helped forge the shoot 'em up genre that we know and love today. It must have - that one game spawned a string of follow-ups, including the brilliant spoof, Parodius. The original conversion has been around on Game Boy for quite a while, but now there's a whole new Gradius challenge available!

Gradius - Interstellar Assault is quite unique among Konami's shoot 'em ups in that it has never appeared on any other format - not even arcade - being an unofficial sequel of their original classic. The basic gameplay is similar to Gradius, but with five brand new levels packed with never-before-seen monsters. A massive two-meg cart, there are all sorts of extra features such as a Practice Galaxy where novice players can test their skills, new power-ups and much, much more! An almost-complete copy of the game is sitting in the ***GO!*** offices, and we can hardly keep our hands off it! Find out if we feel the same about the finished version when we review it next month.

GAME BOY PRICE - TBA

THE BLUES BROTHERS

They're blue! They're brothers! They're the Blues Brothers! Well okay, so perhaps they aren't blue, but they most definitely brothers. Jake and Elwood Blues are their names, and they're on a mission from God. At least , they were in the cult movie - now they're collecting records on Game Boy!

Publishers Titus have taken the basic storyline of the film and turned it into a fast-paced platform romp in which the Blues Brothers pick up discs-a-plenty to take them to the next level. The game first saw the light of day on the Amiga and was met with a fair smattering of praise. The Game Boy version looks to be coming along nicely and should include most of the features present in the original. Due for release in the summer, here's a couple of screenshots to keep you going until that ***GO!*** Review wings its way to these pages!

GAME BOY PRICE - TBA

PREVIEWS

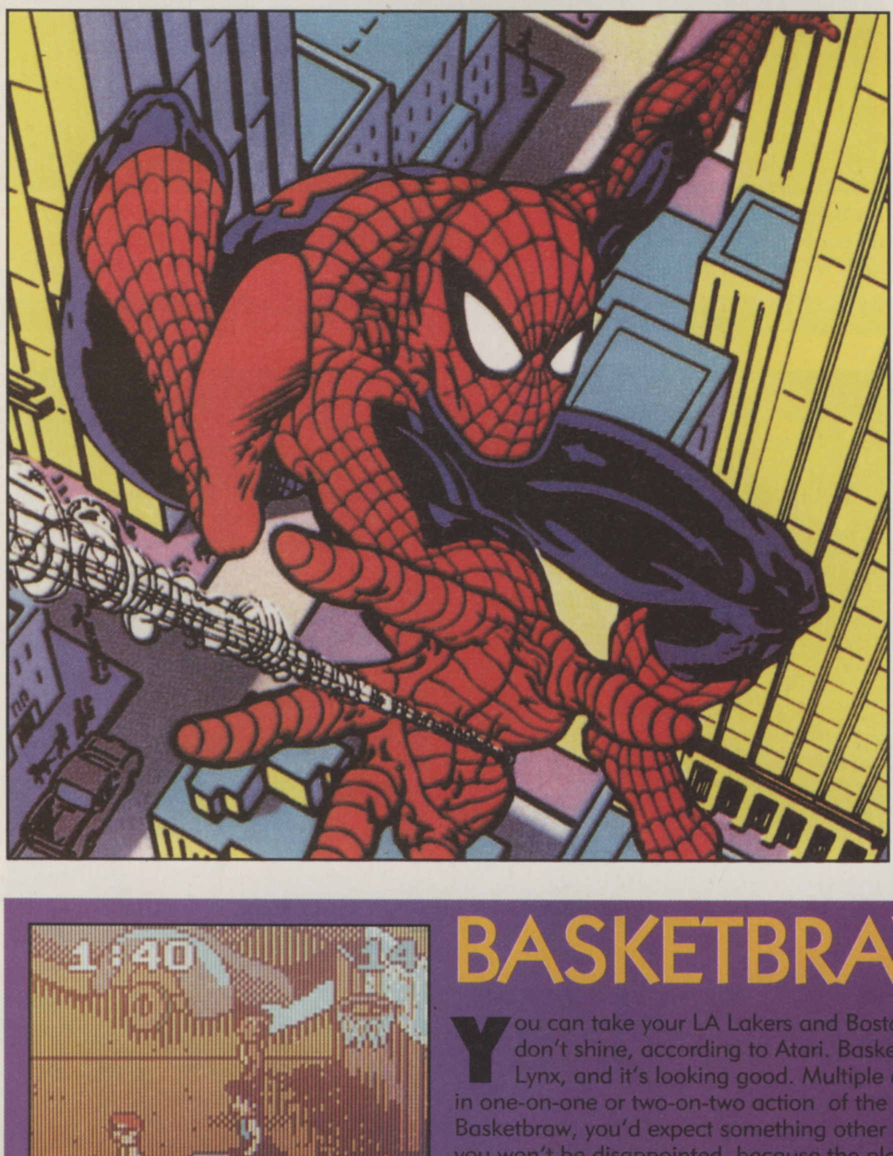
THE AMAZING SPIDERMAN

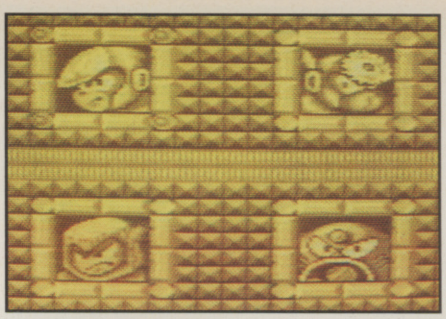
Coming soon to a Game Gear near you is none other than the old web-slinger himself! Spiderman has already been a smash-hit on consoles; now it's the turn of the Game Gear to get the Spidey treatment.

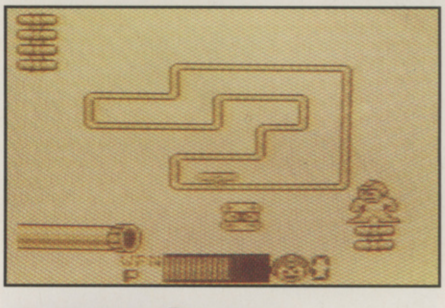
The lunatic megalomaniac Kingpin has planted bombs all over the city and put the blame on Spidey. The task is two-fold; find and defuse the devices and clear your name. A fairly simple solution, you may think - not when the full quota of Spiderman's enemies join forces against him!

The Amazing Spiderman will be similar in style to the Master System version, which is no bad thing. You'll get to do battle against some of the most evil super-villains ever to grace a comic book or computer screen - from Doctor Octopus to Venom and worse! We'll be reviewing the exploits of the superhuman arachnoid in one month's time - join us, will you not?

GAME GEAR PRICE - TBA







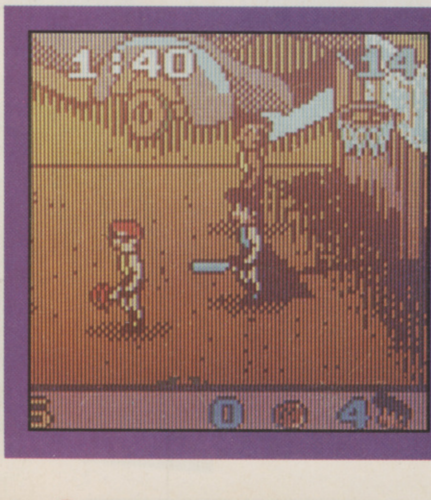
MEGA MAN II

Mega Man is back! On Game Boy! The futuristic freedom fighter returns in Mega Man 2, with a new challenge but the same arch-enemy! Dr Wily has broken into the Chronos Institute and swiped an experimental time machine, the Time Skimmer. Before travelling roughly 37.426 years into the future, he left behind an army of robots to guard the machine. Mega Man's mission is simple - smash the nasties and retrieve the Skimmer, before it's too late!

Mega Man II features nine hard and fast levels of running, jumping, climbing and blasting, as only Mega Man could. The game also stars Mega Man's robotic dog, Rush, who's on hand to assist whenever necessary. Graphics look impressive enough, and from the short play that we've had, the game seems as challenging as you'd want expect. Will the finished article be as mega as the title suggests? Watch and see, in a forthcoming ***GO!*** Review.

GAME BOY

PRICE - TBA

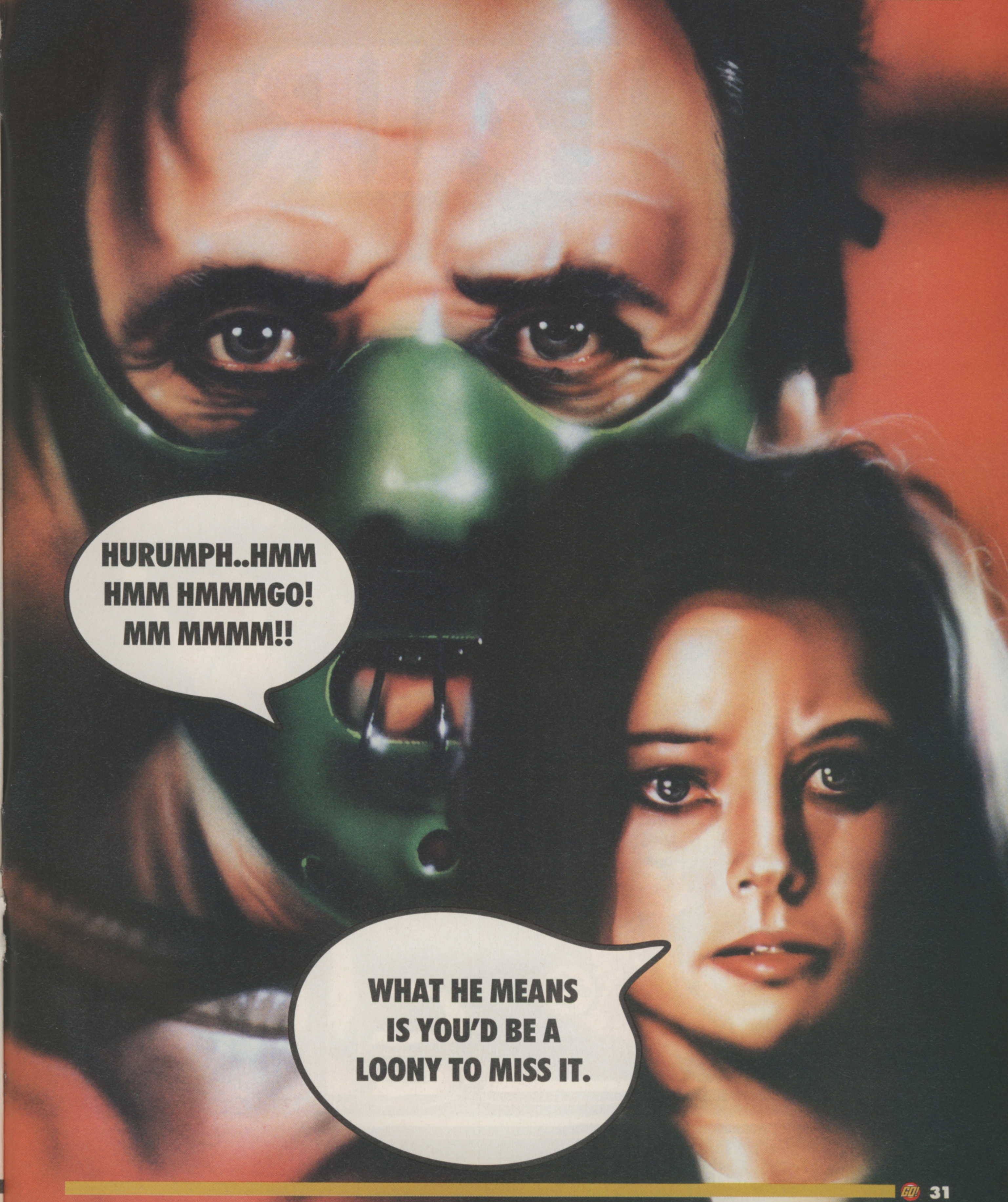


BASKETBRAWL

You can take your LA Lakers and Boston Celtics and stick 'em where the sun don't shine, according to Atari. Basketbrawl is the latest sports sim to hit the Lynx, and it's looking good. Multiple courts let you play on a variety of surfaces, in one-on-one or two-on-two action of the highest order. Of course, with a name like Basketbraw, you'd expect something other than just chucking a ball into a basket. And you won't be disappointed, because the player gets to cause actual bodily harm to the others on the court in lots of ways, from kicking and punching to knife-fights! It's all good clean fun, with the emphasis on fast action and joviality. If the programming's up to scratch, Basketbrawl could be a winner when we review it in a future issue of Britain's best hand-held mag, ***GO!***

LYNX PRICE - TBA

NEXT MONTH


HURUMPH..HMM HMM HMMMGO! MM MMMM!!
WHAT HE MEANS IS YOU'D BE A LOONY TO MISS IT.

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